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Michael Rymaszewski
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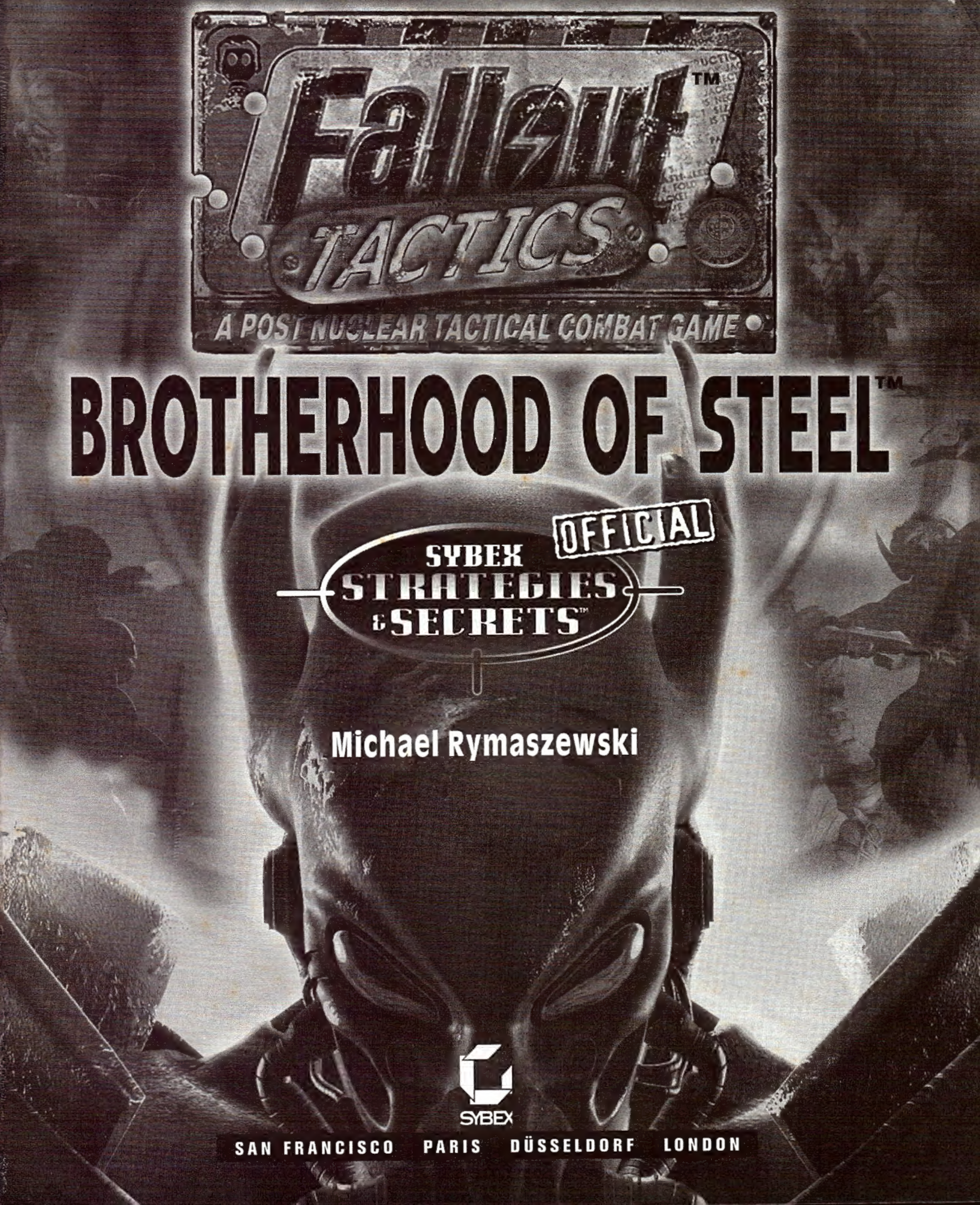


# BROTHERHOOD OF STEEL™

OFFICIAL

SYBEX STRATEGIES & SECRETS™

Michael Rymaszewski

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Associate Publisher: Dan Brodnitz
Contracts and Licensing Manager: Kristine O'Callaghan
Acquisitions and Developmental Editor: Steven Anderson and Dan Brodnitz
Managing Editor Game Books: Roger Burchill
Editor: Brett Todd
Production Editor: Kelly Winquist
Proofreader: Andrea Fox
Book Design: Franz Baumhackl
Book Production: Franz Baumhackl
Cover Design: Victor Arre
Contributing Writers: Chris Buskirk, Dany Martinez, Albert Perez, Jr., and David Peters

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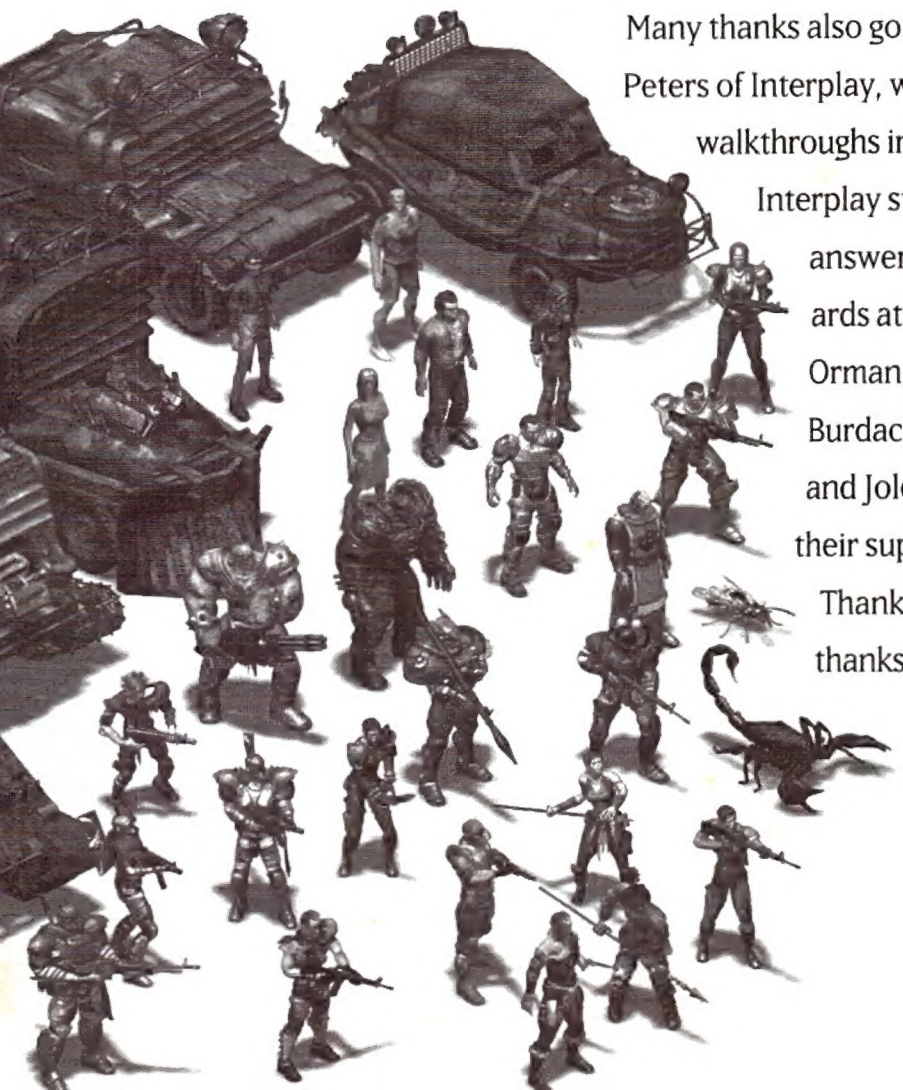

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Most of all, we'll use your feedback to continuously improve the quality of our books. So please, let us hear from you!

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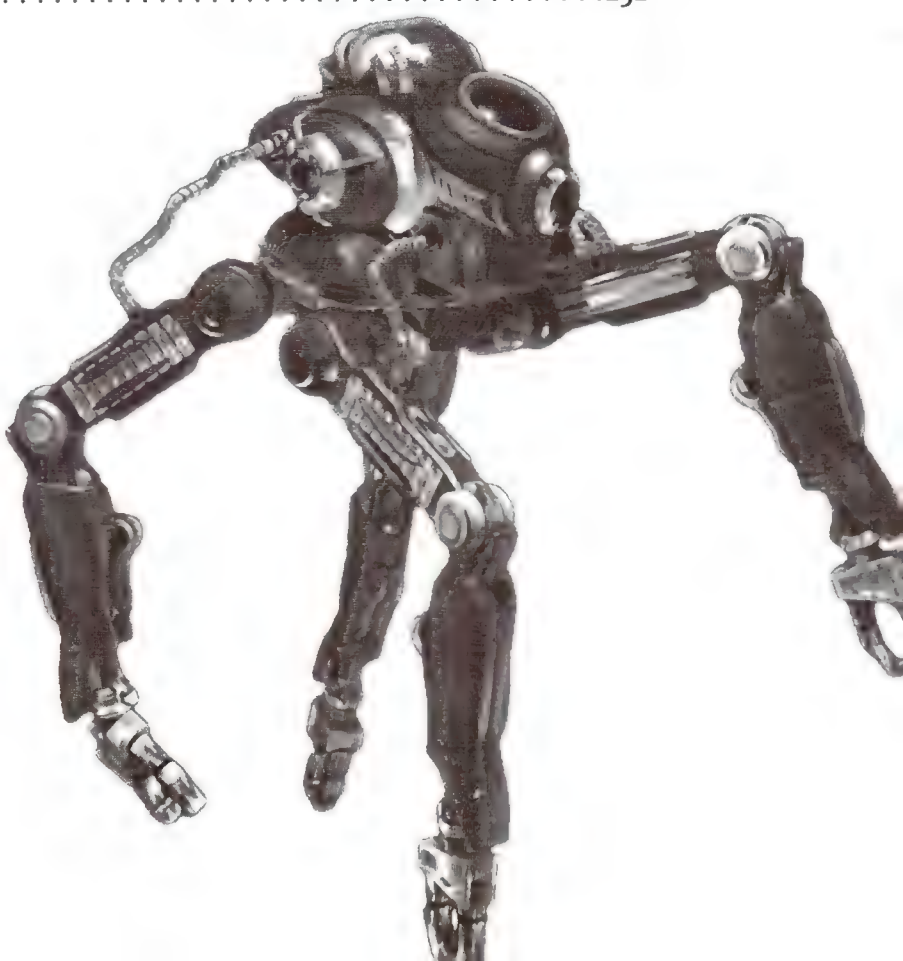


# INTRODUCTION

Games of the *Fallout* series are unique in having the capacity to surprise the player with something new even after hundreds of hours of gameplay. Although *Fallout Tactics: Brotherhood of Steel* has a more rigid structure than its predecessors, it still allows a freedom of choice rarely found in tactical squad combat games. This means in effect that every gamer is able to develop his or her own unique approach and playing style.

Having so many choices can sometimes be a little confusing, and that is where *Fallout Tactics: Brotherhood of Steel: Sybex Official Strategies & Secrets* steps in.

Part I of the guide contains general information. Chapter 1: Getting Started with *Fallout Tactics* dwells on the new features present in *Fallout Tactics*, its differences from the previous *Fallout* games, and technical issues. Chapter 2: Building Character discusses building viable player characters, while Chapter 3: Winning at *Fallout Tactics* covers squad development and tactical issues. Chapter 4: The Gear is focused on the game's items and the means of acquiring them. It was compiled with substantial help from Dany Martinez and Albert Perez, Jr. from Interplay's QA department. They double-checked all of the item data, contributed additional information themselves, and wrote many of the item comments.

Part II includes Chapters 5 through 9, which contain mission walkthroughs for the single-player campaign. Again, some significant help was provided by a pair of Interplay insiders. The final walkthrough chapter—Chapter 9—was written by Chris Buskirk (chapter intro, Missions 16 and 17) and David Peters (Missions 18 through 20), two more *Fallout* experts from the company's QA division.

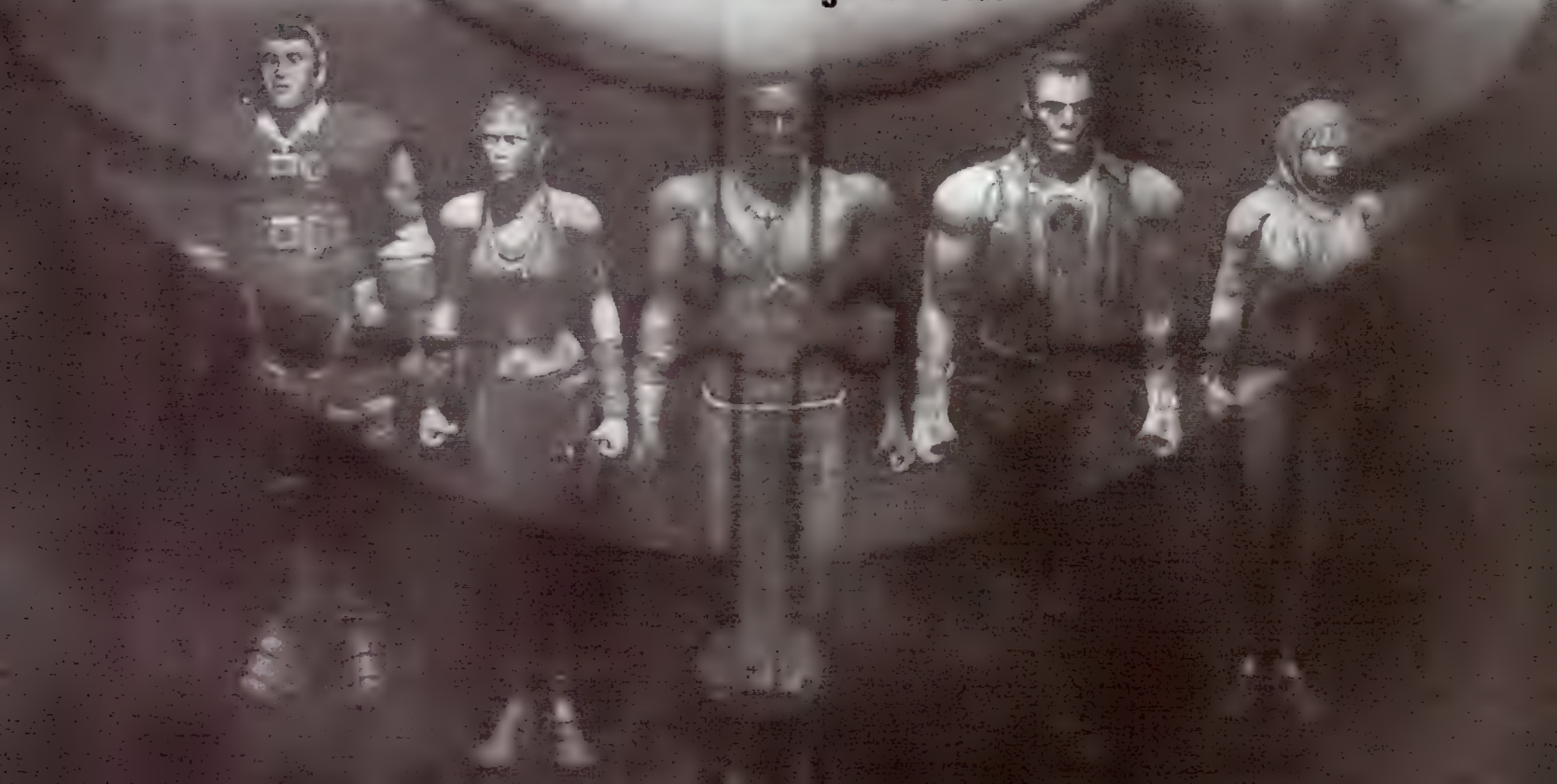
Please remember to visit www.sybexgames.com to obtain the free downloadable update to this guide. It will cover late-breaking changes to the game and additional info on general game issues, including special encounters and unique items. It will also feature an Acrobat PDF featuring full-color images of all the weapons and other items covered in Chapter 4.

PART ONE
THE DIRT
ON
FALLOUT
TACTICS

The first four chapters of this book discuss general *Fallout Tactics* issues. They are not exhaustive and do not cover every aspect of the game; to do so would require a book several times thicker than this guide. But they do provide you with a solid foundation of information and tactics.

Please remember to visit our website at www.sybexgames.com for a free update that details additional information on selected general game issues (including types of random encounters, special encounters, and unique items). It will also address late-breaking changes in the game that took place after this guide went to press.

The first part of the book will be primarily helpful to relatively new gamers and/or newcomers to the *Fallout* series. However, *Fallout* veterans should pay particular attention to chapters 1 and 4. These discuss the new characters and features of this new, very different look at the *Fallout* game world.



CHAPTER 1

# Getting Started with *Fallout Tactics*

***Fallout Tactics: Brotherhood of Steel*** **is a complex game. If you're new to the *Fallout* series, panic is both possible and excusable the moment you see the Character screen for the very first time. If you're a *Fallout* veteran, you'll probably assemble a character with a few deft mouse clicks and keep a stiff upper lip through the first few surprises and disappointments, such as your first meeting with the Brotherhood of Steel (BOS) Quartermaster (what's this?—he's offering 20 bucks for this brand new pistol—well, okay, one careful previous owner, recently deceased? Where's my money? I want my money now!).**

**But even the stiffest lip tends to sag a little when a dog's jaws are clamped around body parts a few feet lower down. And this may happen in *Fallout Tactics* even though you have 10 assorted guns, a knife specially designed to disembowel both dogs and people with minimal effort, and a Ph.D. thesis on dealing with dogs in *Fallout 1* and *2* to your credit.**

**This chapter briefly explains what *Fallout Tactics* is about, and points out the differences between it and previous *Fallout* games. Do you like your dogs either friendly or hot? Read on.**

# IS IT *FALLOUT 3*?

*Fallout Tactics: Brotherhood of Steel* is the third game in the *Fallout* series. At the same time, it is not *Fallout 3*. The main features of the game—and its differences from *Fallout 1* and *2*—are as follows:

- You are represented by a player character (PC) that you create (see Chapter 3: Winning at *Fallout Tactics*). That character's skills and abilities improve through experience as the game progresses. This progress is measured in missions, not quests as in the other *Fallout* games. It is also linear, meaning that Mission 3 follows Mission 2 follows Mission 1. You may be able to choose which mission to play first when you're simultaneously given briefings for two missions instead of one. However, that's all the choice you'll have.
- Game world locations—towns and bunkers, for example—won't appear on the World Map until you've completed a mission in a particular place. You cannot explore the map and come across a location. You can, however, have random encounters that may involve combat, barter, gambling, and acquiring new squad members.
- Missions in *Fallout Tactics* always involve combat—that's the difference between a mission and a quest (see Figure 1.1). There is no Speech skill and no dialogue options. In other words, this is a game about fighting, and while the actual amount of fighting done is partly up to you, there are no peaceful solutions to mission objectives.
- In addition to your own character, you are in direct and total control of up to five other BOS soldiers whose abilities improve with experience just like yours. You're also in charge of assigning their skill points and choosing their perks. The number of your companions is not influenced by Charisma, as in *Fallout 2*, so you may exchange squad members to fit the special requirements of an upcoming mission.
- You must achieve the main mission objective(s) before you can exit a location; the exit grid won't appear until you do.

- Equipment items can be acquired through both barter and looting. However, barter opportunities are poor compared to the previous *Fallout* games—here you have to spend a lot to gain a little. This makes the Barter skill as important as in the other *Fallout* titles.

**NOTE**

**While *Fallout Tactics* lets you steal items just like the previous *Fallout* games did, it is extremely unlikely that you'll be able to steal all you need even with maxed-out Steal and Sneak skills. Attempting to steal anything while in the BOS bunker is particularly dangerous: getting caught means the end of the game.**

**FIGURE 1.1:** **I'm sure we could settle this peacefully, but why bother?**

The outstanding feature of *Fallout Tactics*, and the biggest difference between it and the previous *Fallout* games, is the multiplayer option. Be warned that

multiplayer games have a distinctly different flavor from single player. Multiplayer here is a tactical squad combat game, pure and simple; the role-playing element is largely gone.

If you're decidedly into tactical squad combat, multiplayer is obviously the way to get the most out of the game. If you're into role-playing, you'll find a strong and satisfying element to satisfy these cravings in the single-player missions.

# THE NEW FACE OF *FALLOUT*

*Fallout Tactics* is played through an extremely simple, user-friendly interface. You do not have to open and close multiple screens to get things done, as required by the previous games in the series.

The manual discusses the interface thoroughly, so there's no need to repeat things here. What remains to be said is this: It is not possible to play solely with the mouse and fully enjoy the game. The cursor defaults to the new option enabled by placing it in a given spot. You'll be using the Force Move (Ctrl+left-click) command over and over again in order to move one of your men without, for example, searching a body or closing a door at the conclusion of the movement. Needless to say, soldiers that engage in searching old corpses when they should be making new ones often end up dead themselves.

Memorize the keyboard shortcuts and practice until you don't need to look at the keyboard to issue an appropriate command. It won't take long—it will absorb only a tiny fraction of the time you'll spend with the game—and you'll have a much more pleasant experience later.

**NOTE**

**You *should* keep a hand poised over the keyboard even when playing in turn-based mode. You *must* keep a hand poised over the keyboard while playing in the continuous turn-based mode. If you don't, prepare to reconcile yourself to reloading the game over and over again.**

**WARNING**

**Although it's possible to select squad members by clicking on them—don't do it! If you acquire this bad habit during the early, relatively easy missions, you'll be in for a lot of pain later, when a single inaccurate click will cost you one of your soldiers and maybe the whole mission. Always select a soldier with the mouse by clicking on that soldier's tab; better still, press the relevant "F" (Function) key.**

# Playing in Turn-Based Mode

The first *Fallout* title revolutionized gameplay thanks to its seamless, successful merging of real-time and turn-based modes of play. The game ran in real time but switched to turn-based the moment combat was initiated.

This option is still available in *Fallout Tactics*, but it now comes in two flavors: individual turn-based mode and squad turn-based mode. Individual turn-based mode utilizes the original *Fallout* setup—once combat starts, characters move in sequence according to their Perception ratings. Whoever initiates combat moves first. After that follows the character with the highest Perception, then the one with the next-highest Perception, and so on. If two characters have the same Perception stats, a Luck roll determines the movement sequence. Characters with low Perception and rotten Luck are likely to move last.

The squad turn-based mode option means that all the members of one team move first, regardless of their Perception and Luck stats. This results in rather slow-paced gameplay. Unless you're new to computer games and truly challenged by the learning process, you shouldn't consider it.

**NOTE**

**Turn-based movement can be initiated at any time by hitting the Enter key. This is particularly handy when you want to play things extra safe, but remember that this will slow the action down considerably.**

Many players are loyal to the turn-based mode, swearing that it's the only way to play any *Fallout* game. This was certainly true of earlier editions in the series, as there weren't any other options available. There is one in *Fallout Tactics*; it's called continuous turn-based mode (meaning that it functions in real time with a couple of tweaks to make it more enjoyable), and it is superior to both squad and individual turn-based modes. Reasons why this is so are listed later in this chapter.

### Overwatch

The Overwatch button is only used during turn-based combat. You may issue Overwatch orders to any soldier with a full complement of Action Points.

Under Overwatch orders, your soldiers will engage enemies entering their field of fire or hand-to-hand combat range, as long as their chance to hit the target matches or exceeds the chance to hit threshold set by yourself (see later in this chapter). However, remember that when playing in individual turn-based mode, the enemy may still get to move first if their Perception is higher than that of your soldier's.

Here's an example: You set up a soldier with a Perception of 7 behind a doorway, ready to clobber anyone that enters. An enemy soldier with a Perception of 8 comes through the doorway. If the adversary has enough Action Points to attack your player, he'll do so first. If the enemy has a Perception stat of 6, your player gets to move first regardless of the enemy's remaining Action Points. With Perception equal on both sides, the sequence is determined by a Luck roll. If the Luck roll is inconclusive, a random roll follows.

## Playing in Continuous Turn-Based Mode

The manual explains the continuous turn-based mode in terms of Action Points. They are used up just like in standard turn-based play, but here they regenerate in real time. When you activate continuous mode, you'll be struck by the fact that a character running across the game screen moves very quickly. By comparison, any characters trying to shoot the agile runner move as if they'd just been awakened from deep sleep.

**TIP**

**To get a handle on Action Point regeneration in continuous turn-based play, switch to turn-based mode, choose a character, and make it walk while standing. You'll quickly see that movement while standing costs very few Action Points. Also, remember that high Agility speeds up a character's regeneration.**

Action Point regeneration in real time is probably one of the main reasons why some gamers do not like continuous turn-based play. It's also the wrong reason. It must be remembered that *Fallout Tactics* is not a combat simulation that imitates real life in any way, and that the tweaks made to Action Point regeneration make exciting hand-to-hand combat possible. Any gun with a full magazine is always superior to even the latest-model cattle prods, combat knives, and broken bottles; and leather armor can't be expected to offer any protection against any gun but a decrepit air rifle. However, reflecting those realities would make for a less thrilling game (see Figure 1.2).

**FIGURE 1.2:** Learning keyboard shortcuts will enable you to perform amazing feats in continuous turn-based mode, such as taking out several gun-toting Raiders with a surgeon's scalpel.

There are two valid reasons for disliking continuous turn-based play, and you should make sure that neither applies to you. The first is a slow computer, which can cause untold frustration just when combat becomes the most intense. The second is that you must spend some time learning to master keyboard shortcuts.

In addition, playing in this mode demands that you stay focused on the game. Things happen really fast, and a moment's inattention can change the outcome of a mission. When you feel you're losing control of the situation, it's best to quickly switch to turn-based mode. Turn-based also allows you to scroll around the map at your leisure; unfortunately, pausing the game disables both scrolling and input.

**TIP**

**You can switch between game modes at any time—just hit the Esc key to bring up the main game menu (this pauses the game) and then select Options. When switching back and forth, remember that the currently selected soldier (highlighted tab) must take the next turn, and that *all* of your soldiers will complete executing current orders before doing anything else. This may exhaust their remaining Action Points.**

Slow computer problems are discussed later on in this chapter. As for the keyboard shortcuts, the best thing you can do is grit your teeth and learn them. Being able to instantly issue the right command without fumbling all over your desktop will be amply rewarded. Each mission will be twice as exciting as in traditional turn-based play; it will also take much less time (real time, not game time) to complete.

## The Sentry Modes

Both modes of play allow your characters to initiate combat without specific orders to do so. This is done through the Sentry option.

Sentry determines the circumstances in which your player opens fire or starts fighting. The choices are available through the three buttons with the PIPBoy mugs. The top button (Sentry Off mode) means that combat will never be initiated without specific orders from yourself, such as clicking on an enemy. Sentry Off mode is the only choice to select when you want to be absolutely sure that all of your players move into position before engaging in combat (see Figure 1.3).

**FIGURE 1.3:** Selecting the Sentry Off mode in single play ensures that everyone is right where you want them before the fireworks start.

**WARNING**

**In continuous turn-based game mode, clicking on an enemy may be very tricky if the enemy in question is moving, or if you are cursed with a slow computer (which results in jerky on-screen action). Switch to turn-based combat instead of playing with your mouse in dangerous situations.**

Selecting the middle button (Defensive mode) means that your troops will begin combat if engaged by the enemy. This is a handy mode when determining proper placement of your charges, because individual soldiers' tabs will flash when they have a direct line of sight to the enemy. However, quite often you'll want to keep a soldier moving even when under enemy fire. Stopping two tiles short of good cover to fight back isn't a smart move...neither is returning fire while huddled next to a full oil drum (these may explode when hit, instantly killing anyone nearby).

**TIP**

**Think of Sentry modes in terms of movement modes and fighting modes. Sentry Off mode and Defensive are movement modes; Aggressive is a fighting mode. Always keep an eye on soldiers set to Sentry Off mode!**

The lowest button (Aggressive mode) means that your players will fire the moment an enemy is in sight, provided they have the right chance to hit the target. You determine this chance by setting the chance to hit threshold.

### The Chance to Hit Threshold

Right-clicking on the Sentry buttons will bring up a menu listing four chance to hit thresholds: 1%, 33%, 66%, and 95%. Your soldiers will only open fire if their chance to hit matches or exceeds the one you specified—or if you issue combat orders by selecting the obedient soldier and subsequently clicking on a target.

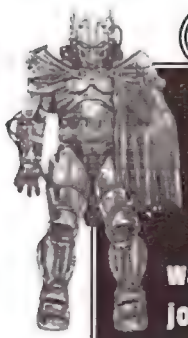
The default 33% option is a good choice; go higher only in special circumstances, or if you're low on ammo. Choosing 1% almost ensures that your soldiers will begin shooting too early, while you're still moving them into good firing positions.

## Selecting the Right Difficulty Level

Choosing the difficulty level is influenced by two factors: your gaming skills, and whether you're playing in turn-based or continuous turn-based mode.

If you're playing in turn-based mode, consider starting at Normal difficulty level even if you're relatively new to computer games. This allows you to flip between real-time and turn-based movement with a single key press, and it's almost too easy to manipulate things so that they'll go your way. If you're feeling a little uncertain about your abilities, the mission walkthroughs in the second part of this guide provide relevant advice.

When playing in continuous turn-based mode, it's best to start at Easy even if you're familiar with real-time combat. Once you get the hang of things, you can move up in game difficulty.



**NOTE**

**Choosing a difficulty level that guarantees victory robs the game of much of its excitement. When there's no way you can lose, there's little joy in winning. Also, playing in turn-based mode can get a little sluggish—the mission maps are pretty big, and there's often quite a wait while the opposition makes its moves. If you're scared, the wait will be exciting. If you're not, it will be boring.**

Adjusting game difficulty does not change mission sequence or the number of enemies. Instead, it exerts a subtle but widespread influence over all of the game's events. At easier levels, your soldiers will be more effective than those of your enemies; at harder levels, the opposite is true. Being more effective translates into noticing the enemy first, scoring more hits on targets, and inflicting more damage with each successful strike.

# GETTING THE GAME TO RUN WELL

You've read the box copy on the game's requirements, haven't you? Well, if these requirements are being met by your computer and the game still isn't performing as well as you think it should be performing, you should begin by taking a look at that white box on your desk.

When was the last time you ran maintenance on your computer—defragmented the drive, optimized the registry and the swap file, removed all unnecessary files and applications, updated device drivers, and finally, reinstalled Windows? Updating drivers and reinstalling Windows should be done once a year; the other tasks at least once a month. If your computer's maintenance is overdue, that's what you should perform before tinkering with the settings in *Fallout Tactics*. Windows comes with sufficient maintenance tools to keep your computer running smoothly; if you didn't know *that*, it's also high time you read relevant info in Windows Help. Can't be bothered? Okay:

1. Click the Start button on your Windows desktop.
2. Select Programs.
3. Select Accessories.

4. Select System Tools.
5. Select Maintenance Wizard.

Once you're sure that your machine is clean, turn to the game. Begin by going over the Readme file in the game folder, and determining whether there is any information relevant to your particular system. If all your efforts are null and void, it's time to turn to game settings.

You should strive to play the game in 1024×768 resolution, because this will enable you to keep a watch on a large part of the battlefield in each mission. Switch to 16-bit color first; if that's not enough, turn off anti-aliasing, limit the message flow to minimum, switch the music off—do everything you can before lowering the resolution to 800×600.

**NOTE**

**The ability to see a large part of the battlefield is particularly important when playing in continuous turn-based mode; it's not quite as crucial in turn-based mode, as you have the time there to scroll to locations that aren't visible on screen. Unfortunately, continuous turn-based mode also places much greater demands on your system.**

If you're new to computer games, you should know that a game rarely runs as well in multiplayer as it does in single player. Don't let poor multiplayer performance panic you into rash and expensive hardware upgrades! There's a substantial chance you'll gain next to no improvement in spite of numerous sacrifices—just like in your dealings with the BOS Quartermaster (for more on the Quartermaster, see Chapter 4: The Gear in *Fallout Tactics*).

The very next chapter deals with the heart of every *Fallout* game: the fine art of creating a player character.

CHAPTER 2

# Building Character

Each of the soldiers under your command in *Fallout Tactics* is a unique individual with innate abilities that are expressed in specific skills and talents. While you can lead up to six soldiers, one of these troopers will always be more special than the others…the player character representing you.

This chapter discusses the process of creating a successful player character. It also details paths that can be followed in character development. As you know from the manual, characters develop with the assigning of skill points and occasional perks gained upon reaching a new experience level. Consider selecting the Tough Guy option when starting a new game! The 30% increase in experience points this option provides is worth the lengthy replay upon being forced to reload.

Although you can recruit new and better characters as squad members as you ascend in Brotherhood of Steel rank, ultimately the best squad members under your command will be the ones that have been with you from the start, and have been molded to fit your requirements. This chapter concludes with a short review of what it takes to form a perfect squad.

# BECOMING YOURSELF

At the beginning of every *Fallout Tactics* game, you must decide what character is going to represent you. You have the option to choose from five pre-made, capable characters. If you're totally new to computer gaming, it's a good move to play through the first mission a couple of times, using a different ready-made character each time. It will give you an idea of how all the stats featured on the Character screen translate into practice, particularly if you later modify your favorite preset character and take it for a comparison run through the first mission.

**NOTE**

**If you aren't totally new to computer gaming, and you know how to move between game screens, you should create your own character. This is invariably one of the most enjoyable moments in every campaign, and will immediately give you a good understanding of how the game works. Note that you can save newly created characters for future games, and also change the colors of their hair, skin, and armor.**

The process of character creation starts with seven primary character statistics: Agility, Perception, Intelligence, Strength, Endurance, Charisma, and Luck. The manual suggests that all are equally important—and it will feel that way when you have to distribute the meager five points available for primary stat improvement. Manual aside, however, some of these primary stats are more important than others.

*Fallout Tactics* is all about combat. Remember that as you begin to create a character (see Figure 2.1). You can win a campaign as a Good Natured doctor (with the Good Natured optional trait, which boosts First Aid and Doctor skills at the expense of all combat skills). You can also win the game as a Drunken Master, Bruiser-gambler with high Strength, Luck, and a Power Fist in the pocket. It's not going to be easy, but it can be done.

**TIP**

**New to *Fallout* games? Click on everything you see on the Character screen—beginning with the name, so that you can enter your own—then click through all the primary stats, derived stats, traits, skills, and read the descriptions and explanations that appear in the middle of the Character screen.**

**WARNING**

**Avoid anything in the game that reduces your character's Action Points. Boosting other primary stats at the expense of Agility and/or choosing the Bruiser optional trait practically guarantees you'll be beaten in combat.**

When allocating character points, you should always simultaneously consider the influence of chosen optional traits on your character (located directly below the primary stats on the character screen). You are not obligated to choose any of them, and note that selecting a couple may create some disadvantages. Optional traits come in two varieties. Some optional traits provide a benefit while simultaneously taking something away (as in Night Person—gain 1 Perception by night, but lose 1 Perception in daylight). Others may be neutral in terms of their influence on the gameplay while adding extra variety (as in the tasteful Bloody Mess—everyone dies as hideously as they possibly can).

**FIGURE 2.1:** It's a bird, it's a plane...no, it's *Fallout* man!

**TIP**

**Choosing the Gifted and Small Frame optional traits in *Fallout Tactics* will net you an extra seven character points. This comes at the expense of some skill points and carrying weight, but it's still worth it. Choosing Skilled and Gifted erases most of the Gifted penalties, but results in the net loss of a couple of perks over the course of your career (you only get them every four levels, not three).**

The easiest and quickest way to win is by dividing the five extra character points between Agility, Perception, and Intelligence, in that order of importance. The following sections explain why, and provide a fresh take on the primary statistic definitions provided in the manual.

# Agility

Agility is the most important single statistic for any kind of player character. It influences a character's combat skills and Action Points—the two most important features in a game about combat.

Agility should never be set lower than 6, which is the bottom requirement for eight Action Points. Since two Agility points are needed for every extra Action Point, it makes little sense to set Agility at 7 or 9. Disregard this recommendation if you're planning to acquire the Gain Agility perk at 12th level, which will result in an Agility of 10 and 10 Action Points.

Choosing the Small Frame optional trait nets you an extra Agility character point, which can be subsequently used to boost any primary statistic of your choice. The penalty to your carrying weight capacity is somewhat meaningless once you learn to pack well—you have five other troops to share your burden, after all.

**TIP**

**Set Agility at 6, 8, 9, or 10 if you're planning to choose the Gain Agility perk. Eight is the minimum Agility setting for characters specializing in melee and unarmed combat.**

# Perception

A soldier with sharp eyes and good reflexes is better than an intelligent one. Perception might be slightly less important for soldiers specializing in hand-to-hand combat, but such characters follow their own particular path of pain, as the campaign involves numerous brawls with Super Mutants. Perception determines whether your character will shoot first, as well as the accuracy of that shooting. That's all that really needs to be said in favor of high Perception, though there are more benefits (as explained in the manual).

**TIP**

**Since the Perception talent pool is particularly poor initially, you should set your Perception level at 6 or more (preferably more). Choosing the Sharpshooter perk improves Perception in chance-to-hit calculations. You officially aren't allowed this perk with a Perception lower than 7, but there's a way around that (see later in this chapter).**

You should also keep in mind that many of the soldiers available for recruitment have disappointing Perception scores. Stitch, the medic you begin with, has an abysmal Perception of 4, and has to be fed numerous Mentats and Afterburner gum in order to perform adequately.

# Intelligence

This statistic is primarily important for one reason: It determines the Skill Rate, or number of new skill points (the formula is Intelligence × 2 + 5) you'll receive upon reaching a new, higher experience level. Intelligence also influences a slew of non-combat skills, and although it's relatively easy to recruit various specialists into your squad, the Skill Rate remains extremely important (see Figure 2.2).

**TIP**

**High Intelligence is crucial when you've also chosen the attractive Gifted optional trait, which reduces new skill points. Do not set it below 5 *without* Gifted, and do not set it below 8 *with* Gifted. Creating a combat-happy moron is a valid winning strategy, but it takes a lot of fun out of reaching new experience levels.**

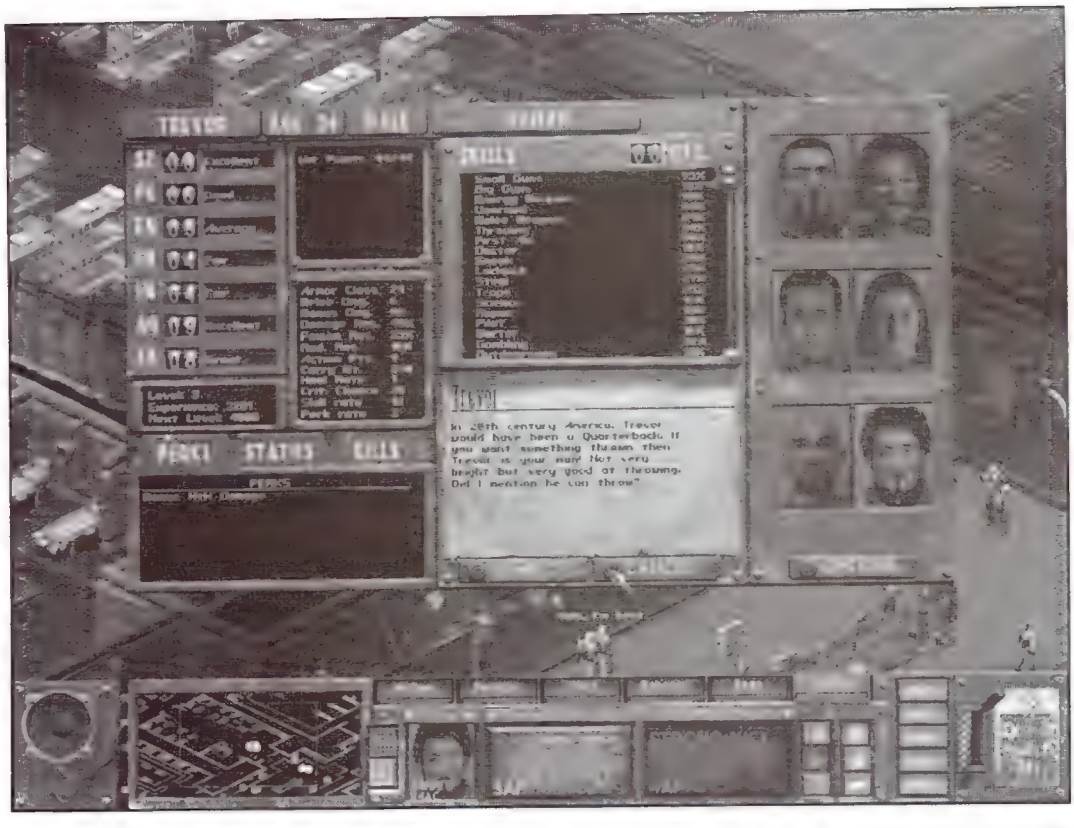


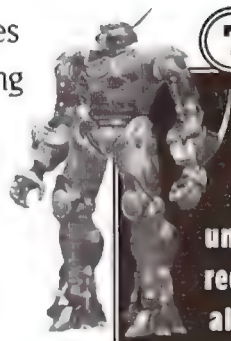
**FIGURE 2.2: But me no understand! Characters with low Intelligence have little development potential.**

# Strength

The Strength statistic appears right on top of the other primary stats in the game. It has a rather small effect on a character's initial hit points, a significant effect on a character's carry weight, and a disappointingly small effect on a character's ability to deal out melee damage (+1 damage for every Strength point above 6). Its real importance is hidden in the minimum Strength requirements of the game's weapons.

You need a Strength of 7 to be able to handle every weapon (but one!) in the game. A Strength below 5 means that a character won't be able to handle any kind of rifle. A high Energy Weapons skill can to solve the problem, since energy weapons come in small but potent packages.

The Weapons Handling perk removes weaponry handling restrictions by adding three to your Strength score when checking a weapon's minimum strength requirement. However, remember that big guns weigh more, and that a weak character's carrying weight comes into play when packing heavy weaponry.



**TIP**

**The most devastating Big Gun in the game—the M2 Browning—has a uniquely high Strength requirement of 9. You'll also need good Perception to make use of its superior range, and of course a high Big Guns skill.**

# Endurance

New *Fallout* gamers will probably be tempted to regard the Endurance setting as particularly important, since it strongly influences a character's hit points and damage resistance. This isn't entirely valid, since winning the game involves not so much surviving heavy hits as avoiding them altogether. This is not an insurmountable challenge, since you've got five other squad members willing to die under your command.

**TIP**

**High Endurance (6 or more) is only truly essential for characters specializing in Throwing (grenades are unpredictable) and Unarmed or Melee combat.**

All the same, a character's Endurance shouldn't be lower than 4. The low number of new hit points per level rules out ever playing the hero if it's any lower. Endurance of 6 or more offers the possibility of acquiring Toughness as a perk, and consequently going the hero route all the way.

# Charisma

Charisma influences a character's Barter skill. At first this may seem quite important because the barter ratio in *Fallout Tactics* is very cruel; *Fallout* veterans used to gazing fondly at trunkfuls of exotic equipment will have to suppress squeals of dismay. Take heart! Assorted chests, lockers, safes, desks, and bookshelves still contain hidden riches, to say nothing of the hardware routinely picked off your incompetent adversaries. Given thrifty asset management (read: ammo conservation), you should be able to get by quite comfortably. Charisma also affects Rank, which determines what recruits will be available in the recruits pool.

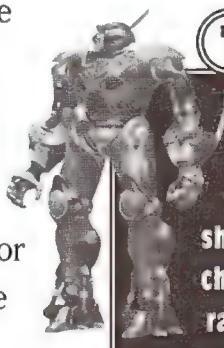
**TIP**

**A Charisma of 6 puts a very attractive perk called Leader within your reach. However, a Charisma of 6 may be induced artificially when the time comes to pick a perk, and sacrificing character points to better trading rates is a terrible waste—especially since you can barter by proxy of squad members with respectable Charisma levels! Set it at 4 and invest a few skill points in Barter if necessary.**

## Luck

Luck is probably the most under-appreciated statistic on the Character screen. It directly influences just one skill: Gambling. However, since you can gamble against BOS Quartermasters beginning with bunker Beta, a very high Gambling skill can be surprisingly useful. What's more, Luck plays a critical role in the outcome of every mission—call it the invisible factor determining who lives and who dies.

Expect things to become a little gritty but still manageable if you set Luck at 4; don't go any lower. A Luck of 5 provides a reasonably even ride, and things get markedly more pleasant if the setting is at 6 or higher. Your character will gain the ability to inflict more damage in combat, while an invisible hand will deflect the occasional deadly bullet. High Luck is what turns a run-of-the-mill marksman into a deadly sharpshooter.



**TIP**

**A Luck of 6 or higher combined with a Perception of at least 7 and the Sharpshooter/Sniper perks turns your character into the ultimate long-range killer (naturally, you also need at least one developed gun skill). Although Sniper only becomes available at Level 24, it's still worth it!**

# CHOOSING TAG SKILLS

Like the previous *Fallout* games, *Fallout Tactics* requires you to select three tag skills for your character. When making your choices, don't forget that this is primarily a combat game; although you can talk yourself out of trouble when you're

caught stealing (Bluff Master perk), you can't gab your way through missions. Tag skills grow twice as fast (two points for every point spent); treat them as your character's specializations. It goes without saying that your character should have at least one ranged combat skill developed to massive proportions.

The obvious way to go is the Small Guns–Big Guns–Energy Weapons route. Do this and you'll be busy spending all your new skill points on these three attractive talents and having lots of fun as well. There's a multitude of very entertaining visual and sound effects when firing the various guns, and there's also the special joy of playing with live ammo (*Fallout Tactics* features a particularly rich selection of options in the ammo department). However, don't count on being able to go on a shopping spree with the BOS Quartermaster (see Figure 2.3).

**NOTE**

**Gamers new to *Fallout* should remember that certain skills can be improved by reading books. These valuable tomes are most often found in dangerous surroundings and can improve the reader's skill by 15% of their existing skill level. Schedule your reading hour appropriately!**

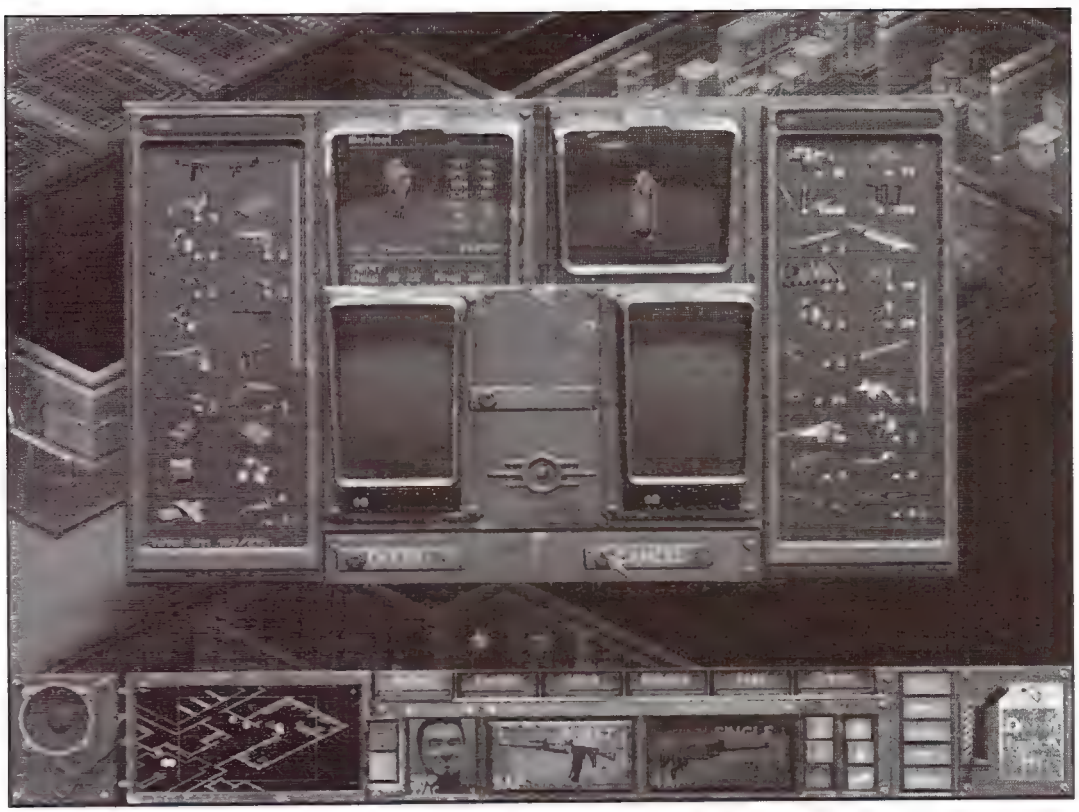


**FIGURE 2.3:** Too many choices, too little money. Where's a cheat feature when you need it?

As the clear-eyed and levelheaded Savior of the Wasteland, you must choose your tag skills in a responsible manner. The sensible thing to do is to choose two ranged weapons skills—one for the early game (Small Guns, inevitably) and one for the late game (Big Guns or, preferably, Energy Weapons). If your heart is absolutely set on all three ranged combat skills, remember about the Tag! perk (fourth Tag skill upon reaching Level 15). Leaving Small Guns untagged is also a viable, though initially painful, strategy: Small Guns skill starting level is very high, and can be improved through reading appropriate books (*Guns & Bullets*) as well as new skill point investment.

This will leave you with an extra skill to tag. Good choices for this extra slot include Doctor (which provides extra skill points for healing, removes the need for another medic or insurance in the form of an extra medic, and most importantly gives the ability to heal your own character when everything turns to last year's compost); Traps (meaning that there is no need for a Trapper, plus you won't get nasty surprises when searching for goodies); and finally but very importantly, the prosaic Sneak skill. A high Sneak skill lends a lot of lethality to your character, and it can compensate partly for low Perception and weak weapons skills. It is more important in *Fallout Tactics* than in the previous *Fallout* games.

The following sections briefly discuss each of the tag skills in the game in practical terms. The order in which they are discussed mirrors the order in which they are presented in the game.

# Small Guns

This skill is common to most characters and is probably the most popular single tag skill chosen by *Fallout* veterans. Small guns dominate the game, with new and more powerful models becoming available as the campaign progresses. Small Guns requires reasonable Strength (5+), good Perception (6+), and good Agility (8+) in order to give acceptable results. Remember that an 8 Agility is just good, not great; anything less and things get progressively painful. Good perks to boost the Small Guns skill include Sharpshooter, Gain Perception, Bonus Rate of Fire, and Sniper.

# Big Guns

Big Guns is arguably the least attractive of the three gun skills, even though it is required for operating vehicle-mounted weapons. Selecting Big Guns means a

longish wait before they become available, and thereafter carrying a heavy burden and expensive ammo. However, this is the skill needed to operate a flamethrower—a devastating (if short-range) weapon. This skill requires very good Strength (7 or even 9 if you want to operate a Browning M2 machine gun), good Perception (6+), and good Agility (8+). See the entry on Small Guns for a list of good, compatible perks.

# Energy Weapons

This is the most sensible choice for characters with low Strength and Agility, but high Intelligence (7+ or 9+ with Gifted) and good Charisma (6+). Intelligence and Charisma are needed to quickly improve a character's Sneak, Barter, and Steal skills in order to ensure both survival and a supply of affordable ammunition. Energy Weapons is a good second weapons skill to pair with Small Guns if a character's statistics fit the Small Guns requirements. Perks listed under Small Guns are also good here.

# Unarmed Combat

While great fun, Unarmed Combat becomes increasingly difficult as the campaign progresses. This tag skill requires very good Strength (7+), good Endurance (6+), very good Agility (10+), and good Luck (6+). Above all, it requires very focused play, particularly in continuous turn-based mode. Good perks include Bonus Move, Bonus HtH Attacks, HtH Evade, and Bonus HtH Damage (Evade is arguably better than Damage). Many other perks are attractive to Unarmed Combat experts, but usually aren't quite as useful.

**TIP**

**All hand-to-hand combat carries an increased chance of scoring a critical hit. Given a highly refined skill combined with a targeted attack, the hand-to-hand specialist can cripple an opponent with a single strike.**

# Melee Weapons

Melee Weapons gives you the opportunity to have a lot of fun. It's also possibly better than Unarmed Combat as the campaign progresses. Implements such as the

cattle prod make good weapons throughout the game. Actual melee weapons are easier to use in turn-based play. For a list of requirements and perks, see the Unarmed Combat description.

# Throwing

Grenade-throwing fun can turn sour because of the grenades' propensity to hurt the grenadier. This skill features punishing requirements, including very good Strength (7+) and very good Agility (10+). Add good Endurance (6+), or the other investments may be in vain. Assorted cutlery does a lot of damage when thrown, but this costs six Action Points. Good perks to combine with Throwing include Heave Ho! and Gain Strength.

# First Aid

Not fun, definitely not fun. The First Aid skill requires a First Aid Kit or a Field Medic Kit, and each use of skill costs heavy coin. All soldiers have a respectable initial First Aid level, and books (*First Aid Handbook*, for example) are available, so there is no strong reason to choose this as a tag skill. However, poor use of this skill may cause injuries. Several perks are available to enhance the First Aid skill, though all are somewhat a waste of a perk opportunity.

# Doctor

Even more expensive than First Aid, Doctor unsurprisingly requires a Doctor's/Paramedic's Bag and each use of the skill costs roughly as much as a Stimpak. It is absolutely essential for healing crippling injuries, though. Poor use of this skill may cause serious damage. Overall, Doctor is a good choice for a tag skill. Numerous enhancing perks are available, but this is one skill that is better improved through investing new skill points; other perks are simply more important in the long run.

## Sneak

Sneak is a very good if unexciting choice of a tag skill. It provides a character with security, and security is something you can't get enough of, even if many recruits come with a good Sneak skill. Using it frees up many tactical options. Use it as a supplementary skill rather than a specialty. Enhance it with perks such as Bonus Move, Tunnel Rat, and Silent Running.

## Lockpick

This is a fairly popular skill among available recruits. Still, though Lockpick has some charm, it is definitely a waste of a tag skill. It can be enhanced with conventional and electronic lockpick items.

## Steal

Use the Steal skill to offset the rip-off barter rates, but be careful! It can be used on the battlefield when playing in turn-based mode to disarm unsuspecting enemies before setting to work with fists or melee weapons. Bluff Master is a good perk to combine with this skill.

## Traps

Traps is a useful skill for self-preservation, if not offensive purposes. It's available among later recruits, though existing squad members may be brought up to respectable standards. Books are available (*Maddock's Tricks and Traps*) to help you improve this ability. Overall, Traps is a safe choice as a tag skill that becomes increasingly important as the game goes on. Traps acquires much more importance in multiplayer games: use it to block passages and boobytrap various objects (including corpses).

## Science

Easily available with selected recruits, Science capability can be boosted by reading books (*Big Book of Science*). While it isn't a very attractive choice for most of the campaign, it is extremely important in the end game. Science is a good candidate for choice as the fourth tag skill (upon acquiring the Tag! perk).

## Repair

Repair is common enough among recruits that it makes an unattractive choice for a tag skill. Books for skill improvement do exist (*Dean's Electronics*), though. It's primarily useful for repairing damaged vehicles. Repair can be enhanced with a Tool Kit.

## Pilot

This skill replaces Speech from the previous *Fallout* games. It applies when driving vehicles, which happens relatively rarely. Recruits with the Pilot tag skill exist, and so do books (*The Zen Guide to Driving*). Pilot can be easily upgraded to an acceptable level without being chosen as a tag skill.

## Barter

Barter is one of the most important skills in the game. The rip-off barter rates you'll encounter make it a primary candidate for a tag skill. Numerous enhancing perks exist, but Barter is probably best improved by investing skill points while perks are used on combat-related abilities.

## Gambling

Gambling is important in proportion to the income that can be brought in by using it, which in turn is proportional to the player's skill. All BOS Quartermasters from Gamma bunker onwards are gamblers, but they're not stupid; choosing Gambling as a tag skill means a full commitment to developing it further. Besides, other characters with high gambling skill can gamble for you.

## Outdoorsman

This handy skill covers everything pertaining to travel on the World Map, including security. Outdoorsman may open doors to special encounters that result in acquiring valuable new squad members. Books exist (*Scouting Handbook*) for developing this safe choice for a tag skill. Several perks can enhance this skill, though you'll have to decide yourself whether the improvement offered is worth sacrificing combat perks. The Survivalist perk increases Outdoorsman skill, but it's arguably not worth it. Other travel-related perks (Explorer, Scout) offer better value.

# SELECTING PERKS

Perks are precious because they are rare. As with primary character statistics, some perks are decidedly more valuable than others. These are the perks that carry benefits that can't be acquired in any other way.

**WARNING**

**Remember that selecting the Skilled optional trait will mean fewer perks! Since many perks offer special advantages, Skilled is a spoilsport trait.**

As you might guess, this makes all of the numerous perks that consist of a one-time skill point gift (mostly 20 skill points) mostly unattractive. The most beneficial perks become available only after you've reached Level 12, which takes quite a bit of doing. However, every time you have an opportunity to acquire a perk you'll be faced with several difficult choices (see Figure 2.4). The standards by which you should judge these choices differ depending on whether you're taking the perk for your player character or are giving it to one of your squad members.

When choosing a perk for yourself, select the one that will enhance the personal abilities of the player character. When choosing perks for squad members, select only those that will enhance your squad as a team (the Leader perk is an exception). The precious perks that offer unique benefits will stand out clearly when you read their descriptions in the manual. You should choose the one that best fits the character, according to the previously laid out rule.

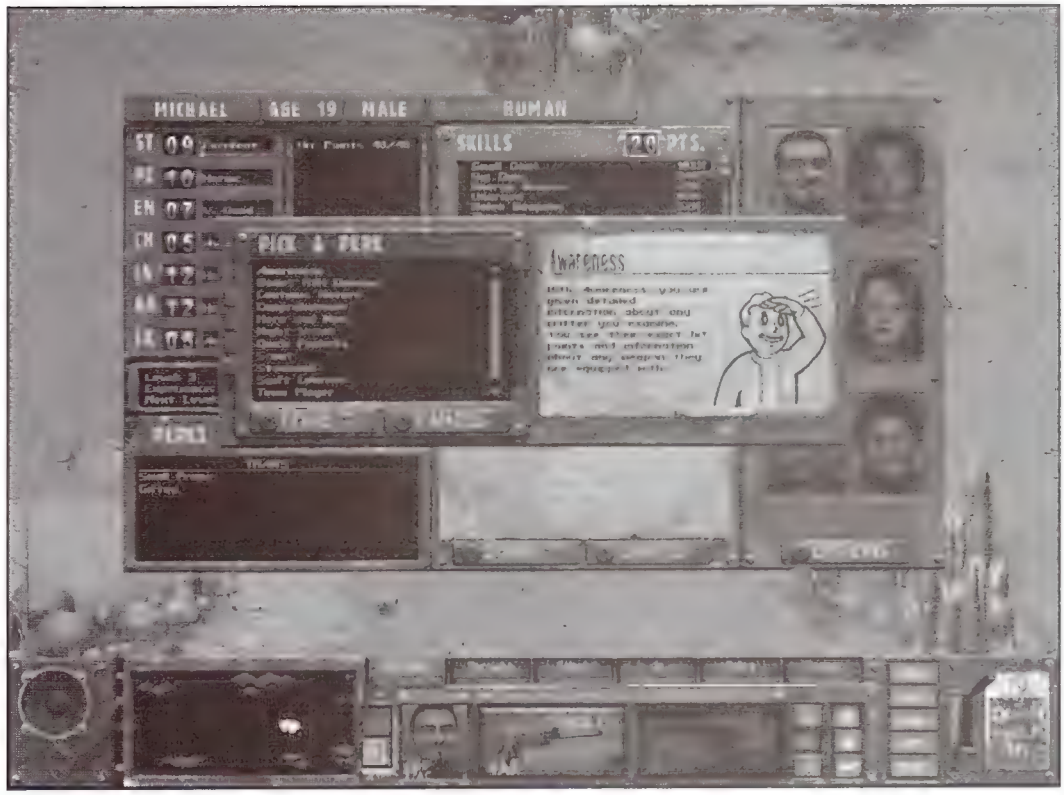



**FIGURE 2.4: Time to choose a perk! The relative rarity of new perk opportunities makes moments like this particularly enjoyable.**

Players who are even passingly familiar with *Fallout* will have their favorite recipes. Here are just a few safe, tried and true perk picks for your own character:

- Level 3: Consider Awareness, as knowing whom to shoot first is very useful. Thief is also a good choice because it offers a total of 40 skill points... although veteran *Fallout* players will be chagrined to discover that these points can't be reapplied to other skills.
- Level 6: Think about Bonus Move and Bonus Ranged Damage, and Pack Rat for low Strength, Small Frame characters.
- Level 9: Sharpshooter is a good bet here.
- Level 12: And now the plot thickens greatly. Action Boy is probably the most attractive perk, followed by Gain Agility (mostly if the character's present Agility is 9). All Gain (primary statistic) perks are very good value, since they instantly boost skill levels in their areas of influence. Gain Endurance increases hit points retroactively.

- Level 15: Your best choice here is Bonus Rate of Fire, followed by Tag! Tag! is retroactive: All points invested in a skill to date will double. Unfortunately, you can't redistribute them as in previous *Fallout* games.
- Level 18: Take the first or second level of Action Boy at this stage.
- Level 21: Grab bag time! Choose one of the perks you really wanted, but had to pass on during one of the previous three opportunities.
- Level 24: As above, but be sure to consider Sniper even if it wasn't on your wish list.

# BUILDING THE PERFECT TEAM

What is a perfect team? A perfect team is a squad consisting of characters that between them can tackle anything that the game's designers have thrown their way.

To start with, your team is expected to fight, and to win every fight, preferably without casualties. To win every fight, each of the members of your squad must have at least one razor-sharp ranged combat skill, which is ideally supplemented by another combat or combat-related skill such as Sneak. Between squad members, your team should be accomplished in all three ranged weapons skills (Small Guns, Big Guns, and Energy Weapons).

**WARNING**

**Don't think you can afford to designate one character (most probably your own) as the team egghead (such as a Doctor/Repair/Barter specialist with no combat skills). That's inadvisable even though you have a total of six members in a squad, because each mission involves fighting much bigger (and often better-armed) forces. Should you lose any of your five fighters, things will immediately become more difficult.**

In addition, each member of your squad (including yourself) should have one good non-combat skill. Doctor, Lockpick, Traps, Science, Repair, and Pilot are the six non-combat skills that need to be represented on your team (Pilot also has some combat significance). If possible, try to mold your squad so that each of these six crucial skills is duplicated. For example, you can have an active Medic with a very high

Doctor skill and also a Medic-in-Waiting (possibly your own character) whose Doctor ability can be pushed to a useful level with a single new level quota of skill points. Given a skill rate of 20, it will only take a single new level to increase a tagged skill from 60% to 100%.

You should start developing your squad in earnest as early as possible—i.e., at the conclusion of your first mission. Fill all the slots even if the sixth candidate is only armed with a broken bottle (highly unlikely, since you'll carry away armloads of loot from your very first mission). If you can afford the ammo, take them exploring to gain an experience level before venturing into serious action.

**TIP**

**Once your troops are reasonably capable, it's not a bad idea to set up a skill point "bank" for selected ones. Each time a selected soldier reaches a new level, leave some skill points unassigned. These can then be put to use any time you wish. You may postpone selecting perks, too; they will wait there indefinitely.**

Remember that unless you "cheat" by repeated saved game reloads, you'll most probably lose someone sooner or later. If you want to finish the Brotherhood of Steel campaign in one smooth swoop, you must ensure that there's a supply of good, experienced soldiers waiting to fill any empty squad slots. Although the quality of recruits available rises together with your rank, you'll find that if you take good care of your initial squad mates, they'll rank as the best of the bunch.

CHAPTER 3

# Winning at *Fallout Tactics*

*Fallout Tactics* can be played in two modes: turn-based and continuous turn-based. Playing in turn-based mode makes winning the game much easier. It also makes the gameplay less exciting. For these two reasons, this chapter mainly discusses winning tactics for play in the continuous turn-based mode. Most of them work very well in turn-based play too (if they don't, that fact is noted).

This chapter is meant particularly for relatively inexperienced players. If you're a veteran gamer, skim it quickly and read only the sections that seem to promise something new. Note that all sections focus on single player play. Multiplayer excitement is determined primarily by the players involved, not the game rules, so dispensing any multiplayer tips or tactical advice is less effective.

# WHY YOU SHOULD CHOOSE THE TURN-BASED MODE

Turn-based mode means that characters and enemies take turns when in combat. When no one's fighting, the game plays in "real" time (a little unreal, since game time flows significantly faster than *real* real time). Turn-based mode is switched on only when someone initiates a fight. You'll quickly learn that the single most important principle of successful combat is to hit first, and hit as hard as possible. Since you can initiate the turn-based combat mode at any time by hitting the Enter/Return key, you're immediately handed victory on a plate (unless you make other, embarrassing mistakes).

Turn-based mode also gives you the time to reflect on what's happening in the game, and to examine it in detail. If you're new to something, you need a few moments to think things over, and also some encouragement that what you're about to do is correct. Turn-based play delivers on both counts.

**NOTE**

**Turn-based play in *Fallout Tactics* also allows you to specify targets (body parts) when making a Targeted attack. Remember that Targeted attacks always cost one extra Action Point, and aren't possible with some weapons.**

New gamers might be perplexed by the distinction made between individual and squad turn-based modes. In squad turn-based mode each player moves in turn; in individual each of the game characters moves in turn. Please refer to the manual and the first chapter of this guide for further details.

# WHY YOU SHOULDN'T CHOOSE TURN-BASED MODE

Given enough time, turn-based play may get boring. Squad turn-based mode goes stale especially quickly: the joys of attacking inert, passive opponents fade fast.

Individual turn-based mode is more exciting; the nuances involved in sequencing (determining which character moves first) have a special flavor. However, combat eventually becomes an exercise in counting Action Points: two to move/change stance, four to shoot, two to move back/change stance back, repeat, repeat, repeat. Also, once you've gotten the hang of how the game works, the time spent waiting for opponents' moves doesn't exactly fly past, and you'll find yourself mentally urging the computer to get on with it already.

**NOTE**

**The AI (artificial intelligence) is noticeably sluggish in turn-based mode. The computer-controlled characters are very passive, and it's possible to perform incredibly daring one-soldier strikes in relative safety with almost no regard for the chosen difficulty level.**

# THE JOYS OF CONTINUOUS TURN-BASED PLAY

Continuous turn-based play is exciting. It lends an adrenaline-charged flow to the gameplay—you can't sit there and deliberate, you have to make decisions fast and make them right. Game characters behave much more like real people and real creatures. Your soldiers are genuine individuals who carry out their orders the best way that they can (see Figure 3.1).

You can't micromanage your squad the way you can in turn-based play. This means that you must have a very good understanding of how the notion of a "character" works in the game, and that you have to be able to take in all of the Character screen's data with a single glance.

The AI performs much better in continuous turn-based play, too. The computer-controlled characters will repeatedly surprise you with speedy, astute actions and reactions. You have to be far more careful than in turn-based mode, even when you're taking on dimwitted Super Mutants. All these difficulties make winning more challenging, but also much more satisfying.

**FIGURE 3.1:** A successful attack involves placing everyone just right, giving timely orders, and taking advantage of every factor, including light.

# Continuous Play Drawbacks

First of all, you need a really good computer for continuous play, one that's far better than the minimum requirements spelled out on the box. What's more, the game should be played in 1024×768 resolution, not the default 800×600 (the lower resolution may be the right choice for owners of 14-inch monitors). This puts even greater demands on your system.

Issuing specific Targeted shot orders or giving specific targets to your soldiers is practically impossible when playing continuously.

**TIP**

**Owners of particularly slow machines should consider switching off the music and disabling ambient sound (for example, wind and assorted creaks and squeaks). Do this by either removing or renaming the sound_amb.bos file in the Core folder (in the main *Fallout Tactics* folder).**

It may be done only at the very beginning of combat. Your soldiers will choose targets on their own and they will always go for the one that offers the best chance to hit. Occasionally, this will be very inconvenient.

The opening seconds of any random encounter can be very frustrating. The way that your soldiers are arranged invariably results in wounds or even deaths from friendly fire. Finally, healing a wounded soldier may be impossible when things are very busy. You may find it necessary to hit the game options key and switch temporarily to turn-based mode or simply press the Enter key to accomplish the same thing. Expect to do this frequently throughout the course of the game, no matter how committed you are to continuous play.

# WINNING THE GAME

To taste sweet success, you must make sure you have the following ingredients:

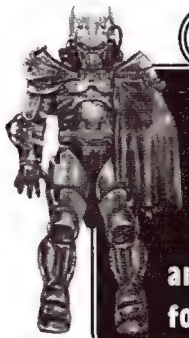
- **Good Soldiers:** This means that you must have experts in their chosen fields (tag skills). Each soldier has to be a marksman with at least one type (preferably two) of ranged combat weaponry. Every soldier should also have at least one other highly developed skill.
- **Good Weapons and Other Equipment:** You'll quickly realize that a nerd with an assault rifle can be more dangerous than a superman with bare fists. Even a well-armed superman won't get far without a supply of healing aids, drugs, and ammo.
- **Good Leadership:** This means you! Your tactical ability is the single most important ingredient of them all.
- **Vehicles:** Veteran *Fallout* players will be shocked here. Vehicles make life much easier from the moment they make an appearance in Macomb. In the latter part of the game, they are essential to ensure the well being of your squad while travelling to and from a mission. On a few occasions they are absolutely vital for success during missions.

The following sections examine each of these ingredients in detail.

# A FEW GOOD MEN AND WOMEN

While *Fallout Tactics* offers you the choice of leading up to six soldiers, you don't *have* to lead a six-soldier squad. Some players are sure to find that they prefer the increased possibilities for micromanagement inherent in leading a smaller team (of three soldiers, for example).

However, your squad must be able to handle everything it comes up against, and "everything" includes many specialist tasks. You need specialists in Doctor, Lockpick, Traps, Science, Repair, and Pilot skills, and your main character should also have reasonably good Barter (reasons are discussed in Chapter 4: The Gear) and Outdoorsman skills. First Aid is relatively unimportant when it comes to selecting squad members; all soldiers have reasonable First Aid skills, and it can be easily boosted with the books found during missions.



**NOTE**

**The Outdoorsman skill of your main character determines the speed and ease of travel for the whole squad.**

Be warned that the success of a mission may hinge on the high level of a non-combat skill. Use of First Aid, Doctor, and Repair skills earns experience points, so they are particularly attractive to your main character. The extra experience points earned by the use of these skills will probably add up to an extra level or two by the time you reach the game's final mission.

It's certainly easier to lead a three-soldier squad than a six-soldier squad, but this doesn't mean that winning with a small squad is easier. With such small teams, a single fatality will likely force you to reload the game. Also, a compromise is possible: There's nothing to stop you from sending six soldiers on a mission and fighting with only two or three. This way, you have replacements immediately available, and all the soldiers present during a mission earn experience points whether they fight or not. Taking fewer than six soldiers is a wasted opportunity for improving the pool of available BOS recruits.

**TIP**

**Pay particular attention to the primary character stats of the available recruits. These put a merciless limit on a character's abilities, effectively determining their potential. Keep in mind that you can improve primary stats, if just a little (for more, see Chapter 2: Building Character).**

The poor skills of some of the recruits available at the outset of your campaign will make you shake your head. However, you must keep in mind that ugly ducklings can eventually turn into swans, given enough planning and thoughtful care on your part.

# Making the Most of Your Squad

Fashioning your soldiers into a mission-winning machine involves the thoughtful allocation of skill points and perks both to your own, main character and to other squad members (see Figure 3.2). You should make a point of quickly developing at least one combat skill and one specialist skill to a very high level (100%+ for combat skill, 80%+ for non-combat skills, Doctor excluded). All soldiers must have at least one excellent ranged combat skill (Small Guns, Big Guns, Energy Weapons). Ideally, all of your soldiers should have a high Small Guns skill; if not, they should have an alternate combat skill well developed (Unarmed, Melee, Throwing) in addition to the obligatory ranged combat skill.

**FIGURE 3.2:** With experience and proper skill management, even a one-eyed sawbones like Stitch can develop into a good soldier.

**WARNING**

**Think twice about having Ghouls, Super Mutants, and Deathclaws join your squad. Many Ghouls have the Glowing One trait, meaning they irradiate fellow squad members. Super Mutants often have Vat Skin, which cuts Perception across the squad by one point. All in all, humans make the most agreeable squad members!**

The following squad non-combat skill considerations can help you select the right recruits and the right tag skills for your own character:

**First Aid:** One squad member should have this skill developed to 100% or better. First Aid or Field Medic kits are required to use this skill, though they are expensive and will be partly wasted on those with low skill levels.

**Doctor:** One squad member should have this skill developed to 100% or more. You should seriously consider it for your main character; in addition to earning extra experience points, you'll be able to dismiss the half-blind Stitch and recruit a decent shooter (with high Perception) in his place. Use of this skill requires a Doctor's or Paramedic's Bag.

**Sneak:** Strictly speaking, this is a combat skill. All squad members should be reasonably competent (35%+) sneaks; a couple should be outstanding (95%+) sneaks. Your own character should be at least fairly good (50%) at prowling around as well. The plot thickens later in the game because better types of armor cut the Sneak skill by up to 75% (see Chapter 4). Constantly improve your soldiers' Sneak skills throughout the game.

**Lockpick:** One squad member should have this skill developed to 85% or better. Both electronic and conventional Lockpick Sets enhance this score by 20%. Electronic locks require an electronic lockpick.

**Steal:** You can win without ever using this skill. However, you can also instantly lose the game while using this skill. It's strictly for amusement purposes; don't rely on it, or even attempt it without saving your game first.

**Traps:** This skill should be developed to 100% or better in at least one member of your squad. Keep in mind that certain important doors and item containers

are booby-trapped even if you're resolved to blow up all encountered mines with auto-fire (see Figure 3.3). The Traps skill (along with Perception) influences a soldier's trap-spotting abilities. All other squad members should have this skill at the talented amateur level (25%+).

**FIGURE 3.3: Blowing up mines is often easier than disarming them, especially if time is tight.**

**Science:** One soldier should have this skill developed to 100%. You may achieve this simply by ordering your designated scientist to read all of the *Big Books of Science* encountered during the missions.

**Repair:** A skill level of 85%+ or better is needed in at least one of your squad members. It's unimportant for the first few missions, but increasingly vital as the game goes on. You need a Toolkit or a Super Toolkit to use this skill; the Super Toolkit enhances a character's skill rating by 30%.

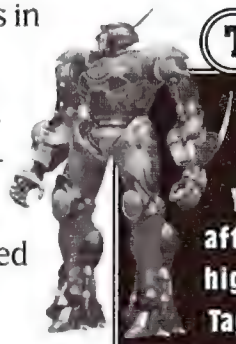
**Pilot:** You need one squad member to have this skill at 100%, another at 70%+, and yet another at 60%+. You'll often be travelling in a convoy of two vehicles,

and occasionally you'll find three vehicles worth keeping simultaneously. The highest skill is needed for the tank, the second highest for the armored personnel carrier (APC), and the lowest for the Hummer.

**Barter:** At least one of your team should have this skill developed to a reasonable level. If it's you and your Reputation's increasingly good, a rating of 25% is enough. If your Reputation's bad and another squad member is doing the trades, you'll need 50%+.

**Gambling:** This can be used to supplement your Barter skill. Naturally, you can't count on it unless it's developed to 100% or better. Stumpy makes a good gambling stand-in while you're in BOS bunkers. Gambling opportunities away from these safe locations aren't really worth the trouble.

**Outdoorsman:** Your character should have this skill highly developed (eventually around 100%). Otherwise, travel to missions will become fraught with so many dangers that you'll run out of ammo long before you reach the mission site (you'll still have to get back home, too). Fortunately, there are enough books to get by without spending skill points on Outdoorsman development. You may want to spend points in proportion to the amount of exploring you plan to do. Also, consider improving Outdoorsman around Mission 5, as Deathclaws will be encountered from that point onwards.



**TIP**

**Use the Mutate! perk to assign the Gifted trait to your squad mates' characters after they've reached acceptably high levels of skill development. Tag! is another perk extremely useful in developing characters other than yours. It greatly helps in turning experienced small guns specialists into energy weapons experts.**

Your soldiers' characters can also be improved by the assignment of perks. These are discussed in detail both in the game manual and in Chapter 2.

# PLAYING WITH THE RIGHT TOYS

Many squad equipment issues are resolved in Chapter 4, which details the weapons and items in the game. So here let's just restate the obvious: You need to have the best equipment possible. Now let's state the not-so-obvious: You also need to hang

on to selected second-class weapons because ammo for your best guns is both in short supply and very expensive.

Examine the data of each weapon you find or purchase (available in-game) and use Chapter 4 to determine which weapons are worth keeping an eye out for. Each of your soldiers should have a set of the following equipment:

1. **Long-Range Weapon:** This is obligatory on every mission and includes selected rifles, assault rifles, machine guns, grenade launchers, and energy weapons. Sniper Rifles offer outstanding performance against all living creatures. Rocket launchers are too cumbersome, given the weight of the ammo, to be anything but a secondary weapon. You'll routinely face forces many times bigger than your own, so you'll never have enough rockets, even if you have enough money to buy them.

2. **Short-Range Weapon:** This class of item is also a must on every mission. It includes an array of weapons whose firing ranges are below 30. Many of them are powerful enough to constitute the preferred weapon for a particular soldier. Examples include submachine guns in the early and middle parts of the game, combat shotguns in the middle and later game, Flamers and the Water Gun in the late game, and grenades throughout the game.

3. **Melee/Unarmed Combat Weapon/Item:** This is optional most of the time (though it is obligatory in a few missions—see the mission walkthroughs in Chapters 5 through 9), but at least a couple of soldiers should carry these most of the time.

4. **Healing Items:** Healing specialists should always be equipped with First Aid/Field Medic Kits and Doctor's/Paramedic's Bags. All soldiers should carry food items and Stimpaks in the early to middle game, Stimpaks and Super Stimpaks later on. In the final stages of the game, you should take along a couple of Ultra Stimpaks and Trauma Packs, too.

5. **Drugs.** All soldiers should have at least one RadX and one RadAway in their backpacks, as well as a poison antidote. The medic and/or your own character should have a couple of each. As far as performance-improving drugs go, Psycho is requirement number one —you should always take at least a couple with you whenever you leave the bunker, and deal them out as appropriate. Afterburner Gum is useful whenever you need someone to

get a little swifter, while Mentats can be good for long-range, poor visibility shootouts or when trading in big quantities of items, and Buffout is best for hand-to-hand combat and using weapons with high strength requirements (such as the Browning M-2!). Voodoo works for a relatively short time, so using it isn't recommended unless the character in question has a supply of several. Consult Chapter 4 for individual drug data.

Each soldier should also take along adequate ammo for whatever lies ahead. You'll notice that *Fallout Tactics* not only has different calibers of ammunition, but also different *kinds* of ammunition for several calibers. These include jacketed hollow point (JHP) ammo, armor-piercing ammo, ball ammo (pistols and machine pistols only), three varieties of shotgun shells, and eventually even EMP (electromagnetic pulse) ammo. Finally, there are also Small Energy Cells (for Laser Pistols and selected melee weapons) and Micro-fusion Cells (for other varieties of energy weapons). The game features descriptions and data for each particular variety of ammunition.

**WARNING**

**All ammunition weighs something. You'll have to carry a number of pistol or rifle rounds to notice the difference; 0.50-inch ammo for the Browning M-2 is incredibly heavy, as are rockets for the Rocket Launcher and extra fuel tanks for the Flamer. Carrying too much ammo may result in an extra trip back to collect all the loot found in a particular mission. The results of carrying too little ammo are predictable.**

# THE *FALLOUT* TACTICS

There are as many ways to fight in *Fallout Tactics* as there are players. The following sections are intended for relatively inexperienced gamers who want to start winning quickly.

First things first: You should start every mission with the assumption that you're not going to lose a single soldier. Starting out with any other attitude will mean that you'll either lose too many or reload the game over and over again until you get it right. You should also start every mission with the assumption that you'll win and return home a hero. The following sections reconcile those seemingly conflicting beliefs and offer basic tactical advice.

# Cover, Cover, and Cover

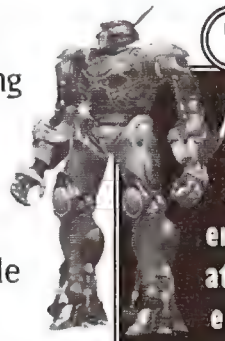
To minimize losses, you need to remember three things:

- **Cover from Fire:** Don't leave your soldiers out in the open. A soldier with even partial cover is much more difficult to kill, so find something to get behind as soon as shots are fired. Use changes of stance to pop under cover and out, snapping off a round or two each time you stand up.
- **Covering Fire:** Your soldiers should never be forced to shoot it out on their own. You should have at least a single gun barrel protecting a comrade moving within the line of sight of *potential* enemy positions; at least two gun barrels should cover a soldier moving within the line of sight of *known* enemy positions; at least three gun barrels should cover any soldier moving within the line of sight *and* the firing range of known enemy positions. If not, you'd better be prepared for some fast micromanagement that will include double-clicking a Stimpak or two. Providing dense and accurate covering fire when the need arises can prevent enemy soldiers from getting off a single shot.
- **Covering Enemy Approach Routes:** You can't be everywhere at once when playing in continuous turn-based mode, so cover every potential enemy approach route with at least one weapon. For example, when clearing out a house, leave a sentry in ambush by the house entrance. You can then concentrate on going through the rooms without worrying about the situation outdoors. Even when a single gun isn't enough, you'll be alerted to danger the moment that fireworks start going off. This principle is very useful in multiplayer games.

Sometimes things can't be helped, and you have to expose a soldier to enemy fire. Select the stance and type of movement that minimizes that exposure; if a soldier has to be hit, it's better if that hit comes once while running than three times while crawling.

The crouch stance is probably the most universal stance in the game. It offers an improved chance to hit a target with a ranged attack (+5%) vs. a bearable cut in hand-to-hand ability (–20%). Soldiers in the lying stance have a +10% chance to hit a target at a distance, but are completely defenseless against hand-to-hand attacks.

Changes of stance also affect the enemy's chances of hitting your soldier; it's safest to lie and most dangerous to stand straight. On the other hand, running is only possible when standing, and it's the only stance that delivers 100% of a soldier's hand-to-hand combat skill.



**TIP**

**When in doubt, run. Running minimizes the time of exposure to enemy fire, and sometimes the enemy doesn't have time to open fire at all. It's the best move when threatened by grenades or unwanted hand-to-hand fighting. It's also a great idea when enticing the enemy into an ambush.**

# Firepower and More Firepower

Many game missions will have you facing enemies armed with weapons superior to yours; in fact, that's the way you'll acquire almost all of your new weapons. Given this sad fact, you must strive to provide quantity if you can't provide quality. Concentrate maximum firepower on each selected target to eliminate it quickly. Enemy soldiers carry Stimpaks and Super Stimpaks, too, you know, so dragging out a firefight means higher ammo expenses and less loot.

Firepower is so important that it sometimes makes sense to forsake cover in order to achieve a very high concentration of fire. You'll actually be able to pull this one off in safety because of a game feature explained in the following section.

## Making the Enemy Lose It

When a character that's undertaking an action receives a hit, the action isn't completed, but any Action Points already spent on it are lost. This is best explained by using the following example:

Let's say two of your soldiers with Laser Pistols are shooting it out with an enemy machine gunner. If they manage to open fire first and don't miss, the enemy machine gunner won't even get a chance to open fire before he's killed. It works like this: The Laser Pistols require three Action Points per shot, while the machine gunner requires five Action Points per burst. The machine gunner sees your soldiers and raises his weapon, but is hit; that's a few Action Points gone. He tries again and once more is hit before he can fire and loses Action Points. And so it goes until the gunner is dead.

Set up things so that you can deny the enemy the opportunity to open fire, or at least make such enemy fire sparse. Quick firing with weak weapons can sometimes be more valuable than blasting away with yet another machine gun.

## Flanking Fire

Each mission consists of a series of firefights. Go to extra lengths to ensure that whenever a firefight takes place, you are blasting away at the enemy from the front and the side. Firing from three or all four directions can be helpful on special occasions, but usually isn't a good idea if you're using powerful long-range auto-fire weapons. You can easily ensure that flanking fire is an option by striving to get around the side of an enemy. All mission maps allow this; the most common way to set about it is to simply travel along the very edge of the map with one part of your force and a little closer to the center of the map with the remaining soldiers. Move one or the other group ahead as the situation demands (most frequently it will be the group near the edge of the map).

In some missions, laying down deadly flanking fire necessitates substantial detours by part of your force. No matter how much trouble it takes, it's always worth it (see Figure 3.4).

**FIGURE 3.4:** Stitch critically hit the Super Mutant in the eyes, causing severe blindness (as if there was any other kind).

## Storming Rooms

You'll find yourself storming a lot of rooms. This may be a tricky proposition when there's only one door leading inside. When there are multiple doors, you automatically have the possibility of executing an indoor version of the flanking attack, with two groups opening fire from different doorways.

However, sometimes there's only a single door and a horde of bad guys behind it. When this happens, you have two options:

- The first, better idea is to set up an ambush or execution squad a little further back, and then send a single soldier to provoke the enemy into attacking (see Figure 3.5).
- Sometimes the enemy refuses to attack. The only thing that remains is to send individual soldiers running in one-by-one under the cover of accurate single-shot weapons. In a couple of missions, the only option is to rush in as many soldiers as you can as quickly as you can. Order them to run to spots that force them to open fire at a specific enemy (highest chance to hit or no line of sight to other targets) for the best chance of success.

As might be expected, the best weapons to use during a room assault are those that either require few Action Points, or deal out devastating damage.

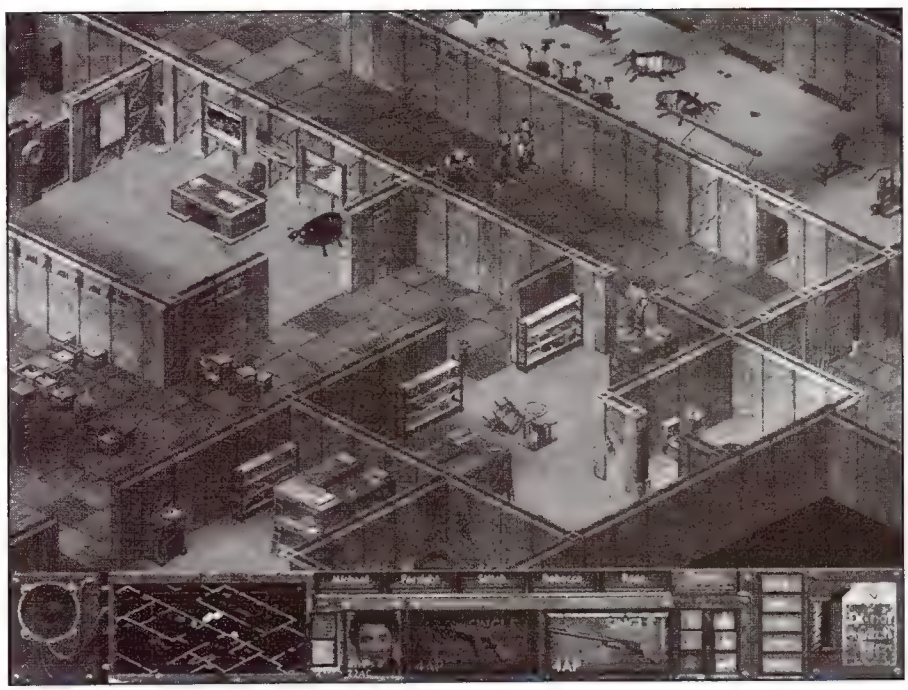


**FIGURE 3.5: Play it safe when clearing rooms of enemies! Best entice them in front of a firing squad.**

**TIP**

**Revolvers and Molotov Cocktails are excellent weapons for storming rooms. Both require just three Action Points to use and dish out substantial damage. Using a couple of revolvers to protect a soldier with an automatic weapon also works well.**

# THE VEHICLES

*Fallout Tactics* features a *Fallout* first—vehicles that can be used in combat. Here are some facts that you should know:

- Vehicles can be acquired during the course of several selected missions. The Hummer comes first (Macomb/Beta Bunker), followed by the APC (St. Louis/Gamma Bunker), the Scouter (Jefferson/Gamma Bunker), and finally the tank (Newton/Delta Bunker). Mission 19 will have you drive a big Nuke Carrier, but it can only be used once before being pulverized in a nuclear blast.
- You can fight from a vehicle only in the missions in which it makes its first appearance; all other missions must be fought on foot. If you traveled to the mission site in a vehicle, you must rendezvous with it after the mission's complete (pick any spot on the world map next to the mission location). Be warned that occasionally a vehicle rolls back when the rendezvous map finishes loading, and injures one of your soldiers. Save the game before clicking to initiate the rendezvous! You can deposit any loot carried into the vehicle, get into it, and then drive into the mission location once more to collect whatever you haven't been able to carry away.
- Random encounters can be fought from a moving vehicle. You can literally go on multi-vehicle safaris, hunting Raiders, Super Mutants, Reavers, and other assorted Wasteland vermin. Vehicles provide the ultimate in mobile cover for your soldiers, but they may suffer damage, and are expensive to repair.

The four vehicles you'll drive in the single-player *Fallout Tactics* campaign have the following characteristics:

**Scouter:** This very fast and maneuverable vehicle has 150 hit points, seats two, and has no armor to speak of.

**Hummer:** Your first vehicle seats six and boasts light armor that provides it with 200 hit points. It's also fast and maneuverable.

**APC:** Medium armor on this six-person behemoth provides it with a whopping 350 hit points. Its sole drawback is that it's rather slow, but at the same time the APC is also reasonably maneuverable.

**Tank:** The most impressive ride in the game seats five and carries with it 395 hit points. While slow, it boasts heavy armor and comes with a cannon that deals out 50–120 points of damage with explosive shells at ranges up to 50 (the same as a Sniper Rifle).

In all cases, the soldiers inside a vehicle can fire selected personal weapons. For example, you may opt not to use the tank's cannon, and use personal weapons of the soldiers on board instead. You'll find more tactics for *Fallout Tactics* in our free online update. Make sure to visit us at www.sybexgames.com!

CHAPTER 4

# The Gear

In *Fallout Tactics*, outfitting your squad with the best gear available constitutes an extremely important game within the game. Even the most capable character won't do well when equipped with a single weapon of relatively low lethality, and without a single Stimpak. Some items are necessary in order to use a given skill (for example, you can't perform First Aid without First Aid or Field Medic kits). Other items enhance a particular skill by a number of skill points (as with the Lockpick Set).

This chapter reviews gear that appears in *Fallout Tactics* on a regular basis. Items that are mission-specific are discussed in the mission walkthroughs only (for more, see Part II of this guide). In addition, the following pages provide general advice on how to acquire everything you need from the extensive list of items in the game. The lockers near each bunker's exit area are there for a purpose!

# GETTING IN GEAR

There are four ways to acquire gear in *Fallout Tactics*: looting, bartering, gambling, and stealing. They are discussed below in a descending order that reflects their relative importance in the game. This ranking tends to stay the same even given differences in player strategies.

## Looting

Without question, looting is the single most important way of obtaining items. Looting includes:

- Searching the bodies of your erstwhile opponents and taking everything you find. If you can't use something yourself, you can barter it for a required item (see the "Bartering" section for more).
- Searching every single container (bookcase, shelf, pot, locker, desk, safe, crate, etc.) that you come across. As a rule, the most valuable items are found rather than won in battle.

**WARNING**

**Always examine a potential treasure trove for traps before attempting to take items! If there's no trap to be found, the use of the Traps skill will prompt a "Does Nothing" floating line.**

Enemy corpses always yield at least one weapon of some sort, even if it's just brass knuckles. Discovering a firearm usually also means finding ammunition for it. This provides you with incentive to end all shootouts quickly: the briefer they are, the more ammo you'll find. Also, quick kills mean that any Stimpaks carried by enemy soldiers will fall into your efficient hands. Stimpaks and their more powerful Super and Ultra variants are the single most important items in the entire game, even though theoretically you can get by without using one. Healing exclusively through First Aid and Doctor skills isn't free, either—a fact that will chagrin *Fallout* fans who like earning experience points through the constant use of healing skills.

The importance of looting will be impressed on you from the first mission, which can't be completed with the meager starting equipment. Don't count on making huge gains through looting at the conclusion of a violent random encounter! Scorpion tails and komodo "pelts" can't be sold in *Fallout Tactics*, and unless the random encounter is a very special one, you'll often scrounge only enough to cover the cost of expended ammo.

For details on looting opportunities in particular missions, turn to the mission walkthroughs in Part II of this guide.

**TIP**

**Searching enemy corpses is sometimes the only way to acquire items needed to complete a mission. These may include a weapon that gives you a decisive edge, the key to a special door or chest, or simply an extra 20 rounds of life-saving ammo.**

# Bartering

Bartering is as important as looting in terms of procuring needed items. However, you'll have to loot before you can barter—the Brotherhood doesn't pay its soldiers salaries, and you need to have something for sale before you can consider buying anything.

*Fallout Tactics* lets you barter with two types of characters:

- **Members of the Brotherhood of Steel:** The currency used is Brotherhood scrip, which is similar to paper dollars and is consequently called "money" in this guide. Trading opportunities within the organization include the bunker Quartermasters (they offer a great range of all types of items and have unlimited money), medical officers (they specialize in healing supplies and small energy cells, but have no money), and mechanics (tool kits, personal weapons and ammo, but limited supply of money). Mechanics and medical officers offer better rates than the Brotherhood Quartermasters. See them first upon returning from a mission.

- **Characters from outside the Brotherhood:** The currency used is ring pulls from metal cans. Outsiders can be encountered within Brotherhood bunkers (for example, Kerr the merchant, Tiduk, and Shauri). You can also

barter with certain individuals encountered during missions, but *Fallout* veterans shouldn't expect a store in every town and village. Kerr specializes in drugs and meds, while all other outsider characters have small quantities of personal items that usually include a weapon or two and a drug of some sort (Tribals always have expensive Voodoo). Tribals occasionally have something valuable (for example, a *Guns & Bullets* mag) available at a reasonable price. Some special encounters also offer bartering opportunities.

Bartering rates are generally painful; the Brotherhood Quartermaster excels at stinginess. You can adjust them in your favor in two ways:

- Improving your character's Barter skill will make the most difference when wheeling and dealing. This is influenced by Charisma. Unfortunately, obtaining high Charisma means spending character points that could be used on Agility, Perception, and so on. The smart way to improve your Barter skill is to allocate a few skill points to it only after your character's combat abilities are sufficiently well developed.
- Boosting your Reputation also affects how others deal with you. You'll receive increasingly better deals as this score improves. Characters with bad Reputations will get worse deals. A maxed-out Reputation can mean a significant difference in barter rates.

**TIP**

**If your Charisma and Barter skills are lower than a squadmate's, let the squadmate do the trading. Keep in mind that your rising Reputation may eventually eclipse any soldier's trading talent, though you may want to turn a squad member into a Barter specialist if your Reputation's bad.**

You'll mostly barter for healing items, ammo, and the occasional special item such as a skill-boosting book. Much time will be spent agonizing over the cost of the ammunition that's sorely needed to feed your favorite automatic weapons (available exclusively through the Quartermaster at the usual extortionate rates). Retain guns firing 7.62mm and 9mm ammo even when you have much better weapons, as using up a thousand dollars' worth of lead during an encounter with Radscorpions will quickly finish off both your finances and the Quartermaster's supply. Remember that plenty of 7.62mm and 9mm ammo will be acquired while looting.

Don't spend all of your cash at the end of each mission. Save both money and ring pulls from the beginning of the game, as you'll periodically have to make big cash outlays when new types of armor become available from the Quartermaster (thankfully, you'll also find a few). You also need savings for that rainy day when you suddenly require plenty of Stimpaks and weapons plus ammo for new recruits needed to replace lost squad members.

**TIP**

**Game markets are governed by laws of supply and demand. If you keep selling large quantities of certain items to a character, expect prices to drop sharply. Spread your sales among as many characters as possible. Go to the Quartermaster only after exhausting other bartering opportunities.**

# Gambling

All Quartermasters from Gamma Bunker onward (mechanics from Beta Bunker onward) are inveterate gamblers. This makes Gambling a potentially important source of new items. Other gamblers include various characters encountered both during missions and within bunkers, and even brahmin cattle (in a special encounter).

Gambling is influenced by Luck (like Charisma, another basic trait likely to be shortchanged during the allocation of character points). It involves pitting your Gambling skill against that of another character, so your score must be reasonably high (50% or more) to give you a good chance of winning with any consistency. This in turn necessitates spending quite a few skill points on improving your expertise, and many players will find the skill point sacrifice simply too great.

**TIP**

**Consider recruiting Stumpy solely to act as your gambling representative in Brotherhood bunkers. He's not a great soldier, but his gambling skills are outstanding. Dismiss him when you're about to go on a mission.**

# Stealing

This time-honored manner of acquiring new possessions is a risky enterprise in *Fallout Tactics*. You can count on it to bring you a lot of trouble unless you've acquired the Bluff Master perk (see the game manual for more). Because meeting

the requirements for this perk means making considerable sacrifices, it probably won't be the path followed by most players. Remember that getting caught when stealing inside a Brotherhood of Steel bunker practically means the end of the game (even when stealing from outsiders in the bunker).

**TIP**

**A Ghoul recruit named Babs is an expert thief. Remember, your character doesn't have to do everything in person. Squad members exist to make your life easier.**

However, stealing can be a good "combat" skill to have when playing in turn-based mode. Do it properly and opponents may be disarmed, if only partially, before a battle takes place. This involves sneaking up on an enemy first, though, and you have to be a thief at heart to go to all of the trouble.

# THE BIGGEST BAZAAR IN THE NUKED WORLD

Since *Fallout Tactics* is principally a combat game, the most important equipment available is weaponry and armor. More than 120 of these items are discussed in the sections that follow. Use these entries to plan your long-term weapon procurement strategy. The individual sections include the statistics of each given weapon and suit of armor. They also feature comments where appropriate. Since ranged combat weapons are unquestionably most important, they are discussed in more detail than other items.

Data in the sections below don't include Targeted Shot mode attacks. These are possible with the vast majority of the game's weapons, always at the cost of one extra Action Point. Some weapons (big guns particularly) are only capable of Burst mode, which rules out a targeted shot; choosing the Fast Shot trait has the same effect.

For the purposes of this guide, all stats were taken from characters with 5 or less in modifying Primary Statistics and no modifying perks or traits. Keep in mind that the actual damage and range of each weapon will vary depending on the stats and perks of your characters. For example, melee, unarmed, and thrown weapon damage is modified by the Strength and Agility statistics of your character, while

both the damage and range of your weapons can be modified by different perks and traits (Sharpshooter, Bonus Ranged Damage, Bonus H+H Damage, etc.).

While great care was taken to ensure statistical accuracy, visit us at www.sybexgames.com to obtain the free update for this guide. This will include any late-breaking changes in weapon data that may have occurred after this book went to press.

# ARMOR

While you may fight without armor, this guide recommends very strongly against it. But if the character you want is a naked Psycho aficionado, don't let this stop you (however, even a Psycho character will last a little longer in Leather Armor).

## Leather Armor

**Armor Class:** 15; **Damage Threshold/Resistance:** Normal 2/25%, Fire 0/15%, Gas 0/0%, Explode 0/20%, Energy 0/25%, Electric 0/10%; **Weight:** 8 lbs.

**Comments:** This is the basic armor type in *Fallout Tactics*. All new recruits are equipped with this armor, including your own character.

## Leather Armor Mark II

**Armor Class:** 20; **Damage Threshold/Resistance:** Normal 3/25%, Fire 1/17%, Gas 0/0%, Explode 1/25%, Energy 1/30%, Electric 0/10%; **Weight:** 10 lbs.

**Comments:** Leather Armor Mark II becomes available upon moving to Beta Bunker. It represents a significant improvement, so equip your squad with it when it becomes available after four or five missions.

## Metal Armor

**Armor Class:** 10; **Damage Threshold/Resistance:** Normal 4/30%, Fire 4/15%, Gas 0/0%, Explode 4/25%, Energy 3/37%, Electric 0/10%; **Weight:** 35 lbs.

**Comments:** Metal Armor provides good protection, but at the steep cost of cutting your Sneak skill by 25%. It appears after four or five missions.

## Metal Armor Mark II

**Armor Class:** 15; **Damage Threshold/Resistance:** Normal 4/35%, Fire 4/20%, Gas 0/0%, Explode 4/30%, Energy 4/45%, Electric 0/10%; **Weight:** 35 lbs.

**Comments:** This is a significant improvement over the Mark I model, but it continues to cut Sneak skill by 25%. It becomes available with the Quartermaster shortly after you find a suit of it in Mission 6.

## Environmental Armor

**Armor Class:** 10; **Damage Threshold/Resistance:** Normal 5/40%, Fire 4/40%, Gas 13/70%, Explode 6/40%, Energy 5/55%, Electric 0/10%; **Weight:** 20 lbs.

**Comments:** Poison and radiation resistances are increased by 50% while wearing this armor. However, its use cuts your Sneak skill by 50%, and slashes First Aid, Doctor, Lockpick, Steal, Repair, and Pilot skills by 5%–10%. You'll find two Environmental Armor suits in Mission 9 and will be able to buy it soon afterward.

## Environmental Armor Mark II

**Armor Class:** 10; **Damage Threshold/Resistance:** Normal 6/40%, Fire 5/42%, Gas 20/90%, Explode 9/45%, Energy 6/60%, Electric 0/10%; **Weight:** 25 lbs.

**Comments:** This enhanced armor increases poison and radiation resistances by 75%. It cuts Sneak by 50%, and decreases First Aid, Doctor, Lockpick, Steal, Repair, Pilot, *and* Traps skills by 7%–12%. Be warned, it cuts one point from the wearer's Perception. It appears with the Quartermaster after Mission 9.

## Power Armor

**Armor Class:** 30; **Damage Threshold/Resistance:** Normal 13/55%, Fire 13/60%, Gas 5/30%, Explode 10/50%, Energy 16/50%, Electric 0/10%; **Weight:** 42 lbs.

**Comments:** This is the second-best armor in the game and it adds three to your Strength. It has some weaknesses against energy attacks. Purchase it from the Quartermaster after Mission 13.

### Power Armor (Advanced)

**Armor Class:** 35; **Damage Threshold/Resistance:** Normal 18/60%, Fire 15/65%, Gas 7/45%, Explode 10/50%, Energy 17/55%, Electric 0/10%; **Weight:** 50 lbs.

**Comments:** Want to intimidate your enemies? Then wear Advanced Power Armor, the best armor in the game. It raises Strength by four points and boasts better resistances and durability than normal Power Armor. Look for it in the Quartermaster's stores after Mission 16.

### Tesla Armor

**Armor Class:** 15; **Damage Threshold/Resistance:** Normal 4/35%, Fire 7/45%, Gas 0/0%, Explode 4/20%, Energy 15/85%, Electric 0/10%; **Weight:** 40 lbs.

**Comments:** Tesla Armor is specifically designed to combat energy attacks, but almost nothing else. The Quartermaster sells it after Mission 16.

# SMALL GUNS

Small Guns is without question the most popular ranged combat skill among *Fallout* players. This popularity is reflected in the number of choices available in the weapon category. Although small guns are primarily useful in the first half of the campaign, you can save thousands of dollars in ammo costs by retaining the best of these weapons right to the end of the game. Many random encounters don't justify spending hundreds or thousands of dollars in ammo.

**WARNING**

**Gun buffs shouldn't rely on their knowledge of real-life weapons. *Fallout Tactics* is a game, and its guns differ from the real items. For example, the Sten submachine gun (SMG), described by some British soldiers as one of the worst weapons ever made, outperforms many other machine pistols, including modern models.**

To estimate the stopping power of a gun, multiply the damage it can cause by the maximum number of shots fired in any mode. A gun may cause less damage per shot, but still outperform others because of the number of rounds it can fire. Unfortunately, the cost of keeping it supplied with ammo will change, too.

# Handguns

Handguns are most important in the opening missions of the game, unless you've chosen the One Hander trait. Their usefulness is enhanced by Triple Fire mode, in which some of them outperform the weaker SMGs.

## Beretta M9FS

**Damage:** 8–15; **Range:** 22 Single, 17 Triple; **Ammo:** 15×9mm; **Min. Strength:** 3; **Weight:** 3 lbs.; **Action Points:** 4 Single, 5 Triple

**Comments:** The Beretta M9FS is the most common handgun in the game. It's useful in a limited way in the first couple of missions only and is available from the opening mission.

## Browning HiPower

**Damage:** 7–14; **Range:** 20 Single, 16 Triple; **Ammo:** 12×9mm; **Min. Strength:** 3; **Weight:** 6 lbs.; **Action Points:** 4 Single, 5 Triple

**Comments:** This handsome gun is heavy, limited by short range, and has no stopping power. It's also more expensive than the Beretta M9FS! It shows up in Mission 2.

## Calico M950

**Damage:** 7–14; **Range:** 24 Single, 17 Triple; **Ammo:** 50×9mm; **Min. Strength:** 3; **Weight:** 5 lbs.; **Action Points:** 4 Single, 5 Triple

**Comments:** The Calico M950 is a good overall performer that uses the plentiful 9mm ammo.

## Casull Revolver

**Damage:** 13–18; **Range:** 15; **Ammo:** 6×.45 cal.; **Min. Strength:** 4; **Weight:** 6 lbs.; **Action Points:** 3

**Comments:** The Casull Revolver is the poor man's Smith & Wesson. It fires relatively cheap .45 cal. ammo, so it may be worth keeping even though it's heavier than an assault rifle. You'll find one in Preoria.

## Colt .45

**Damage:** 12–18; **Range:** 22 Single, 17 Triple; **Ammo:** 12×.45 cal.; **Min. Strength:** 3; **Weight:** 3 lbs.; **Action Points:** 4 Single, 5 Triple

**Comments:** Good range and power make the Colt .45 a keeper. It's very useful against various forms of insect life throughout the game. The handy weapon is available at the start of the game.

## Desert Eagle Mark XIX

**Damage:** 15–23; **Range:** 25; **Ammo:** 8×.44 cal. Magnum; **Min. Strength:** 4; **Weight:** 4 lbs.; **Action Points:** 4

**Comments:** The Desert Eagle is a good gun, but is incapable of Triple Shot fire. It's a solid choice for handgun experts who like taking targeted shots. Look for it in Mission 6.

## Flamer Pistol

**Damage:** 25–45; **Range:** 5; **Ammo:** 3×Flamer Fuel; **Min. Strength:** 4; **Weight:** 14 lbs.; **Action Points:** 4

**Comments:** Enjoy a private barbecue even if your Big Gun skill and Strength are poor! The Flamer Pistol appears in Mission 9 and is a good choice for characters with the One Hander trait.

## Gauss Pistol

**Damage:** 22–32; **Range:** 50; **Ammo:** 12×2mm Energy Cell; **Min. Strength:** 4; **Weight:** 5 lbs.; **Action Points:** 3

**Comments:** The most powerful (and costly) handgun among small guns, the Gauss Pistol is accurate and deadly, but requires pricey ammunition. It's first found in Mission 16.

## HSI Mauser

**Damage:** 6–14; **Range:** 28; **Ammo:** 7×9mm; **Min. Strength:** 3; **Weight:** 3 lbs.; **Action Points:** 4

**Comments:** While the HSI Mauser has excellent range for a handgun, it carries no stopping power. However, it still works well in Targeted Shot mode in good hands. You'll capture a couple in Mission 1.

## M-79 Grenade Launcher

**Damage:** 20—45; **Range:** 32; **Ammo:** 1×Grenade; **Min. Strength:** 5; **Weight:** 3 lbs.; **Action Points:** 4

**Comments:** This heavy hitter actually qualifies as a handgun! Expensive grenades weigh 1 lb. apiece, though the M-79 is still very useful for players with the One Hander trait. It first appears in Mission 12.

## Needler Pistol

**Damage:** 12—24; **Range:** 30; **Ammo:** 10×Needle; **Min. Strength:** 3; **Weight:** 4 lbs.; **Action Points:** 4

**Comments:** The Needler Pistol poisons the target in addition to doing normal damage. This, plus its outstanding range and good power, make it attractive—but ammo is very pricey. You'll capture one in Mission 7.

## SIG Sauer

**Damage:** 7—15; **Range:** 24 Single, 19 Triple; **Ammo:** 9×9mm; **Min. Strength:** 3; **Weight:** 4 lbs.; **Action Points:** 4 Single, 5 Triple

**Comments:** A common handgun with uncommon range and increased damage in Triple Fire mode, the SIG Sauer is worth holding onto until you find something better. It first shows up in Mission 5.

## S&W M29 Revolver

**Damage:** 14—21; **Range:** 18; **Ammo:** 6×.44 cal. Magnum; **Min. Strength:** 4; **Weight:** 6 lbs.; **Action Points:** 3

**Comments:** This quick-firing gun will make your day more than once. It's available for Mission 1 and is excellent for fighting relatively non-lethal critters and in crowded situations. Ammo is a trifle expensive.

### Zip Gun

**Damage:** 6–12; **Range:** 22; **Ammo:** 1×9mm; **Min. Strength:** 3; **Weight:** 3 lbs.; **Action Points:** 4

**Comments:** The poor man's pistol, Zip Guns are held together by duct tape and prayers. Pawn them off on Tribals.

## Submachine Guns

Submachine guns (SMGs) differ widely in quality. Some are no better than handguns, while others perform almost as well as assault rifles. Most lose their usefulness around the middle of the game, although the best can continue to be employed in selected random encounters. Plentiful 9mm ball ammo makes most SMGs extremely economical no matter what their rate of fire (in Burst mode).

### Calico Liberty 100

**Damage:** 10–20 Single, 8–17 Burst; **Range:** 22 Single, 17 Burst; **Ammo:** 50×9mm; **Min. Strength:** 5; **Weight:** 9 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** With moderate damage and accuracy, the Calico Liberty is a typical representative of the SMG family. On the plus side, it holds 50 rounds of 9mm ammo at a time, reducing the number of reloads.

### FN P90c

**Damage:** 14–22 Single, 12–19 Burst; **Range:** 22 Single, 18 Burst; **Ammo:** 50×9mm, Burst×5; **Min. Strength:** 4; **Weight:** 10 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** This SMG is a good performer, but it becomes available too late in the game to play a truly important role. Still, the FN P90c is useful for less dangerous random encounters on account of its cheap ammo. It appears in Mission 7.

### H&K MP5

**Damage:** 10–20 Single, 8–17 Burst; **Range:** 25 Single, 20 Burst; **Ammo:** 30×9mm, Burst×6; **Min. Strength:** 4; **Weight:** 5 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** Every player character starts with this weapon. The H&K MP5 is significantly better than the Uzi, and is useful for blowing up mines and fighting enemies well into the game thanks in part to its superior range.

## MP 38 Schmeisser

**Damage:** 12–24 Single, 10–21 Burst; **Range:** 20 Single, 16 Burst; **Ammo:** 30×9mm, Burst×6; **Min. Strength:** 4; **Weight:** 7 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** The only players who should hold on to the Schmeisser are those who feel they must have a German weapon of WWII vintage. Begin reminiscing in Mission 6.

## Scorpio

**Damage:** 9–18 Single, 8–16 Burst; **Range:** 22 Single, 18 Burst; **Ammo:** 32×9mm, Burst×3; **Min. Strength:** 4; **Weight:** 6 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** This SMG is no better than a handgun with a large magazine. Sell every Scorpio you scavenge to the nearest naïve buyer. It first shows up in Mission 2.

## Spear Gun

**Damage:** 3–15; **Range:** 25; **Ammo:** 1×Bolt; **Min. Strength:** 4; **Weight:** 2 lbs. unloaded, 3 lbs. loaded (each bolt weighs 1 lb.); **Action Points:** 4

**Comments:** This Raider/Tribal take on an SMG shows up in the first mission. Use it in the second mission for entertainment value, then sell it.

## Sten Gun

**Damage:** 16–24 Single, 14–21 Burst; **Range:** 18 Single, 16 Burst; **Ammo:** 32×9mm, Burst×3; **Min. Strength:** 4; **Weight:** 7 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** The only players who should hold on to the Sten Gun are those who feel they must have a British weapon of WWII vintage. Begin humming hits from the Blitz in Mission 6.

## Steyr AUG

**Damage:** 15–30 Single, 13–26 Burst; **Range:** 28 Single, 24 Burst; **Ammo:** 40×5.56mm, Burst×5; **Min. Strength:** 5; **Weight:** 8 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** As befits the best of the SMG bunch, the Steyr AUG comes with very good range and stopping power. Mission 12 marks its first appearance in the game.

### Thompson Gun

**Damage:** 8–32 Single, 7–28 Burst; **Range:** 32 Single, 25 Burst; **Ammo:** 50×.45 cal., Burst×10; **Min. Strength:** 6; **Weight:** 12 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** The famous Tommy Gun is the second-best weapon among SMGs; for some players, it may be *the* best because of its relatively inexpensive ammo. This keeper is first found in Mission 11.

### Uzi

**Damage:** 8–16 Single, 7–14 Burst; **Range:** 20 Single, 16 Burst; **Ammo:** 25×9mm, Burst×5; **Min. Strength:** 4; **Weight:** 8 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** Uzis are available from Mission 1 and are heavy, have minimal stopping power, and are limited by short range. Keep them for a mission or two, then sell them all.

### Walther MPL

**Damage:** 12–20 Single, 10–17 Burst; **Range:** 25 Single, 20 Burst; **Ammo:** 32×9mm, Burst×4; **Min. Strength:** 5; **Weight:** 6 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** The Walther MPL is markedly worse than the H&K you receive at the start of the game. Sell it unless you can't resist its square good looks. It arrives on the scene in Mission 7.

### Water Gun

**Damage:** 5–25; **Range:** 24; **Ammo:** 10×HCL Acid; **Min. Strength:** 5; **Weight:** 7 lbs.; **Action Points:** 5

**Comments:** This harmless looking toy is specially treated to douse enemies with deadly acid. You may look silly running into battle carrying the Water Gun, but it's highly effective against robots. It can be found only in a special encounter.

## Shotguns and Rifles

This small guns sub-category includes more choices than any other. Single-shot rifles, shotguns, and assault rifles are the most potent such weapons available.

They come in a great variety of flavors that will have you happily seeking out new random encounters just for an excuse to try them out.

**WARNING**

**Remember that all shotguns have an area effect. Combat shotguns in Burst mode are particularly dangerous!**

## AK-47

**Damage:** 12–25 Single, 10–22 Burst; **Range:** 35 Single, 28 Burst; **Ammo:** 24×7.62mm, Burst×5; **Min. Strength:** 5; **Weight:** 7 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** The first "real" weapon in the game finds its way into your hot hands as early as Mission 2. The AK-47 fires cheap ammo and remains useful well into your adventures. It's especially good at short to medium ranges.

## BAR (Browning Auto Rifle)

**Damage:** 18–32 Single, 18–32 Burst; **Range:** 35 Single, 28 Burst; **Ammo:** 20×30.06 gauge; **Min. Strength:** 5; **Weight:** 9 lbs.; **Action Points:** 4 Single 5 Burst

**Comments:** Good range combined with punishing fire power; this "small gun" is on par with the FAL, but the 30.06 ammo required to maintain it is in short supply. First found in Mission 13.

## Beretta 470 Silverhawk

**Damage:** 12–22 Single, 10–19 Double; **Range:** 14 Single, 14 Double; **Ammo:** 2×12 gauge; **Min. Strength:** 4; **Weight:** 5 lbs.; **Action Points:** 4 Single, 4 Double

**Comments:** Double Fire mode makes the Beretta 470 Silverhawk the shotgun of choice until full-fledged combat models become available. It's also surprisingly effective at short range. You'll capture several in Mission 1.

## Enfield XL-70E

**Damage:** 16–30 Single, 14–26 Burst 4; **Range:** 35 Single, 28 Burst; **Ammo:** 20×5.56mm; **Min. Strength:** 5; **Weight:** 9 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** With almost identical stats to the FN FAL, the Enfield XL-70E first discovered in Mission 8 is a very effective rifle. Unfortunately, it uses the less common 5.56mm ammo, making it useless at times. Keep an AK-47 handy, or better yet, get rid of the Enfield as soon as you can get your hands on the FN FAL.

## FN FAL

**Damage:** 24–36 Single, 21–32 Burst; **Range:** 35 Single, 28 Burst; **Ammo:** 20×7.62mm; **Min. Strength:** 5; **Weight:** 10 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** This is a very nice weapon, which causes more damage than the AK-47 over the same range. It uses plentiful 7.62mm ammo and can be found in Mission 10.

## H&K CAWS

**Damage:** 18–28 Single, 16–25 Burst; **Range:** 30 Single, 24 Burst; **Ammo:** 10×12 gauge, Burst×3; **Min. Strength:** 6; **Weight:** 12 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** The H&K CAWS is better than the Neostead Combat Shotgun; capturing one in Mission 7 is just what you need for victory. It's great in Burst mode at short range, and is excellent for fighting critters throughout the game.

## Hunting Rifle

**Damage:** 8–20; **Range:** 40; **Ammo:** 10×7.62mm; **Min. Strength:** 5; **Weight:** 9 lbs.; **Action Points:** 4

**Comments:** Your first long-range weapon is available at the start of the game and uses cheap ammo. The Hunting Rifle is obligatory equipment for the first half-dozen missions.

## Ithaca Model 37

**Damage:** 14–24; **Range:** 14; **Ammo:** 5×12 gauge; **Min. Strength:** 4; **Weight:** 5 lbs.; **Action Points:** 4

**Comments:** Your starting shotgun is good against minor threats, but a little less effective against more dangerous opponents. It isn't as useful as the Beretta Silverhawk.

## M-1 Garand

**Damage:** 12–24; **Range:** 40; **Ammo:** 8×.3006 cal.; **Min. Strength:** 5; **Weight:** 9 lbs.; **Action Points:** 4

**Comments:** The M-1 replaces the Hunting Rifle as the single-shot long-range weapon during Mission 6. Its usefulness is hampered by slightly more expensive ammo, though.

## M-14

**Damage:** 8–18 Single, 7–16 Burst; **Range:** 40 Single, 32 Burst; **Ammo:** 20×.303 cal., Burst×8; **Min. Strength:** 5; **Weight:** 7 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** This is a good, medium-range auto-fire weapon in the early to middle stages of the game. Ammo is expensive and hard to get! You'll find three M-14s in Preoria.

## M-16

**Damage:** 10–22 Single, 8–19 Burst; **Range:** 42 Single, 36 Burst; **Ammo:** 24×5.56mm, Burst×8; **Min. Strength:** 5; **Weight:** 7 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** The best all-round assault rifle in the early to middle game is clearly the M-16. The drawbacks are rather expensive ammo and a tiny magazine. You'll find a couple of M-16s in Preoria.

## M-72 Gauss Rifle

**Damage:** 60–80; **Range:** 50; **Ammo:** 20×2mm Energy Cell; **Min. Strength:** 6; **Weight:** 9 lbs.; **Action Points:** 4

**Comments:** This is arguably the most powerful rifle in the game, with almost unequalled range, accuracy, and stopping power. The M-72 uses an electromagnetic field to propel its ammunition and will pierce any armor and leave enemies dead before they know it. Pick it up at the end of Mission 17.

## Neostead Combat Shotgun

**Damage:** 15–25 Single, 13–22 Burst; **Range:** 22 Single, 17 Burst; **Ammo:** 12×12 gauge, Burst×3; **Min. Strength:** 6; **Weight:** 10 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** The Neostead is the least deadly of the three combat shotguns available. Still, it represents a major improvement over both the Ithaca and the Beretta. You'll find one in Mission 6.

### Pancor Jackhammer

**Damage:** 20–32 Single, 17–28 Burst; **Range:** 30 Single, 24 Burst; **Ammo:** 10×12 gauge; **Min. Strength:** 5; **Weight:** 12 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** *Fallout Tactics*' ultimate combat shotgun is the Pancor Jackhammer. It'll be a faithful companion until the end of the game. When loaded with EMP shells, this gun can save your life time and time again in the later missions. The Pancor is first found in Mission 10.

### Ruger AC556F

**Damage:** 16–30 Single, 14–26 Burst; **Range:** 22 Single, 18 Burst; **Ammo:** 20×5.56mm, Burst×3; **Min. Strength:** 5; **Weight:** 8 lbs.; **Action Points:** 4 Single, 5 Burst

**Comments:** Treat the Ruger as a powerful SMG, as it has that class of weapon's range and stopping power. Although its ammo is expensive, the low rate of fire makes the Ruger reasonably economical. It shows up in Mission 7.

### Sniper Rifle

**Damage:** 14–36; **Range:** 50; **Ammo:** 6×7.62mm; **Min. Strength:** 5; **Weight:** 10 lbs.; **Action Points:** 4

**Comments:** This excellent, economical weapon becomes available after Mission 8. It's useful until the end of the game, and is particularly lethal in Targeted mode.

## BIG GUNS

Big guns include heavy weapons that can win you the game. However, all big guns call for characters that have plenty of brawn, and good Strength unavoidably comes at the cost of Intelligence or Perception. The Weapons Handling perk can help greatly here. Some big guns (such as the M-249 SAW) are light and economical enough to replace small guns entirely in the later part of the game.

It goes without saying, but if you want to use big guns well, you *must* learn how to exclude the possibility of casualties from friendly fire. Machine guns fire in burst mode only, so be careful!

## Avenger Mini Gun

**Damage:** 7–11; **Range:** 35; **Ammo:** 120×.556mm; **Min. Strength:** 7; **Weight:** 28 lbs.; **Action Points:** 5

**Comments:** This light mini gun has good range, but against heavily armored enemies its lethality is somewhat dulled. Compared to the Vindicator Mini Gun, it's a step down.

## Bren Gun

**Damage:** 20–30; **Range:** 40; **Ammo:** 30×.303 cal.; **Min. Strength:** 7; **Weight:** 26 lbs.; **Action Points:** 5

**Comments:** This light machine gun was used in WWII, so it's a little dated. Still, decent range and accuracy make the Bren Gun useful until you can get your hands on something more modern.

## Browning M-2

**Damage:** 40–50; **Range:** 45; **Ammo:** 90×0.5mm, Burst×15; **Min. Strength:** 9; **Weight:** 45 lbs.; **Action Points:** 5

**Comments:** The .50 Caliber Browning M-2 is the most powerful machine gun in the game. It's predictably devastating at long range, but carries an extravagant Strength requirement. It's good to have at least one in your squad from the time it appears in Mission 8.

## Chaucat-Lebel

**Damage:** N/A; **Range:** N/A; **Ammo:** 8mm; **Min. Strength:** 7; **Weight:** 23 lbs.; **Action Points:** N/A

**Comments:** This gun is permanently jammed and useless in a firefight. It might be slightly useful if it had an option for throwing it at an enemy. Get rid of it as soon as possible, so you can carry something more worthwhile. It's found in Mission 12.

## Flamer

**Damage:** 45–90; **Range:** 5; **Ammo:** 5×Flamethrower Fuel; **Min. Strength:** 6; **Weight:** 18 lbs.; **Action Points:** 5

**Comments:** This big gun will do fatal, fiery damage to enemies, provided you can get within range to hit them. Light the world on fire beginning in Mission 9.

## Gatling Gauss

**Damage:** 60–80; **Range:** 35; **Ammo:** 80×2mm Energy Cell; **Min. Strength:** 6; **Weight:** 30 lbs.; **Action Points:** 5

**Comments:** First found in Mission 18, the Gatling Gauss is a truly excellent weapon. The ammo will go straight through an enemy's armor...and take their innards along for the ride.

## Lewis Gun

**Damage:** 22-32; **Range:** 45; **Ammo:** 47×.303 cal.; **Min. Strength:** 7; **Weight:** 30 lbs.; **Action Points:** 5

**Comments:** American made, the Lewis packs slightly less punch than the Bren Gun, but it still gets the job done.

## M-60

**Damage:** 18–26; **Range:** 35; **Ammo:** 50×7.62mm, Burst×10; **Min. Strength:** 7; **Weight:** 23 lbs.; **Action Points:** 5

**Comments:** This weapon appears in Mission 8 simultaneously with the excellent SAW. Keep it if you want to find out why it's called "the Pig" in real life.

## M-249 SAW

**Damage:** 20–30; **Range:** 40; **Ammo:** 30×7.62mm, Burst×10; **Min. Strength:** 6; **Weight:** 20 lbs.; **Action Points:** 5

**Comments:** The M-249 is the standard big gun from Mission 8 onward. It combines economy, a relatively low Strength requirement, good range, and stopping power in one neat package.

## Rocket Launcher

**Damage:** 50–100; **Range:** 40; **Ammo:** 1×Rocket; **Min. Strength:** 6; **Weight:** 15 lbs.; **Action Points:** 4

**Comments:** Useful only in specific situations, the Rocket Launcher fires explosive, sabot (armor piercing), or Tesla (anti-robot) rockets. Ammo costs are prohibitive, so this is not an everyday weapon. Though it first appears in Mission 6, you can't buy extra ammo for it until Mission 8.

### Vindicator Mini Gun

**Damage:** 16—25; **Range:** 45; **Ammo:** 100×7.62mm; **Min. Strength:** 8; **Action Points:** 5

**Comments:** This is an excellent mini gun that can dish out damage to all but the most heavily armored foes. Using the plentiful 7.62 ammo, it will turn just about anything to swiss cheese.

# ENERGY WEAPONS

Energy weapons combine the stopping power of big guns with the size of small guns. Unfortunately, this usefulness makes them the most expensive to operate of all ranged combat weapons. It's wise to make Energy Weapons the tag skill of your own character, but not so smart to try and mold all squad members into energy weapon experts. Relying on an energy weapon in all combat situations can quickly make you a pauper.

Energy pistols are often the best choices available for a One Hander or a low Strength character. For this reason, they're discussed separately.

## Energy Pistols

Energy pistols are the game's ultimate one-handed weapons. High firing rates and excellent stopping power mean they can even be used as main weapons by characters with very low Strength. They're good sidearms to have when a character becomes radiated, and consequently unable to use a bigger gun. Of course, you need to develop your Energy Weapons skill!

### Glock 86 Plasma Pistol

**Damage:** 15—35; **Range:** 20; **Ammo:** 16×Small Energy Cell; **Min. Strength:** 3; **Weight:** 4 lbs.; **Action Points:** 3

**Comments:** The Glock's good power is limited by short range and very expensive ammo. It remains a good choice in special circumstances for characters with very low Strength and Energy Weapons as the sole ranged combat skill. Like all energy weapons, it is very effective against robots. You'll first find it in Mission 13.

### Laser Pistol

**Damage:** 10–22; **Range:** 35; **Ammo:** 12×Small Energy Cell; **Min. Strength:** 3; **Weight:** 4 lbs.; **Action Points:** 3

**Comments:** Good range and reasonable power for a handgun don't compensate for the Laser Pistol's expensive ammo. It's a good choice only in special circumstances. Like all energy weapons, it is more effective against robots. Mission 9 marks its first appearance in the game.

### YK 32 Pulse Pistol

**Damage:** 32–46; **Range:** 20; **Ammo:** 5×Small Energy Cell; **Min. Strength:** 3; **Weight:** 5 lbs.; **Action Points:** 3

**Comments:** This weapon is particularly effective against robots. The YK 32 is a great choice for an emergency sidearm in all circumstances, but is particularly valuable in end-game situations. Like all other energy weapons, ammo is pricey.

## Energy Rifles and SMGs

The guns in this group are the ultimate marksman's weapons. Though ammo is expensive, a very good and/or lucky operator will score numerous critical hits, particularly when firing in Targeted mode. A single critical hit scored with an energy rifle is as lethal as an accurate burst from a heavy machine gun—that's pretty good value in ammo cost terms.

### Gatling Laser Gun

**Damage:** 20–40; **Range:** 30; **Ammo:** 30×Microfusion Cell; **Min. Strength:** 6; **Weight:** 24 lbs.; **Action Points:** 5

**Comments:** With excellent range, this energy weapon is great for clearing rooms and redecorating walls. Once you find the Gatling in Mission 16, don't leave home without it.

## Plasma Rifle

**Damage:** 35–60; **Range:** 35; **Ammo:** 10×Microfusion Cell; **Min. Strength:** 6; **Weight:** 12 lbs.; **Action Points:** 5

**Comments:** Stronger than the Laser Rifle, but weaker than the Pulse Rifle, the Plasma Rifle is an indispensable item in your arsenal. Look for it in Mission 12.

## Pulse Rifle

**Damage:** 54–78; **Range:** 30; **Ammo:** 12×Microfusion Cell; **Min. Strength:** 6; **Weight:** 9 lbs.; **Action Points:** 4

**Comments:** The Pulse Rifle, which is available for purchase after Mission 17, is the strongest energy weapon in the game. It generates an electromagnetic pulse that wreaks havoc on electronics, including robots. Sadly, it has the shortest range of all energy rifles.

## Pulse Rifle Prototype

**Damage:** 42–64; **Range:** 30; **Ammo:** 10×Microfusion Cell; **Min. Strength:** 3; **Weight:** 10 lbs.; **Action Points:** 4

**Comments:** This is the original, slightly watered-down version of the Pulse Rifle. One of these weapons can be discovered in Mission 15.

## Spasm NeuroDisruptor

**Damage:** 10–24; **Range:** 30; **Ammo:** 10×Small Energy Cell; **Min. Strength:** 4; **Weight:** 6 lbs.; **Action Points:** 4

**Comments:** The Spasm NeuroDisruptor qualifies as an SMG. Attacking the target's synapses, it temporarily lowers Perception and Agility, causing enemies to be stunned. Of course, this weapon is more effective against living organisms than mechanical opposition.

## Sunbeam Laser Rifle

**Damage:** 23–50; **Range:** 45; **Ammo:** 12×Microfusion Cell; **Min. Strength:** 6; **Weight:** 12 lbs.; **Action Points:** 4

**Comments:** Although the weakest of all the energy rifles, don't let this fool you. The Sunbeam's extended barrel allows for excellent range, making this weapon deadly in the hands of a sniper.

# UNARMED COMBAT ITEMS

These items can be used in conjunction with the Unarmed Combat skill. The low Action Point cost of unarmed combat may seem to make it an extremely attractive proposition, as targeted attacks are quite likely to score critical hits. What's more, a hit often drops the opponent to the ground; since a Punch attack costs just three Action Points, the victim is unlikely to ever get the chance to hit back. A character that's lying down is totally defenseless against all hand-to-hand attacks, and it costs Action Points to get up.

However, all these advantages only truly work in one-on-one situations. The player who counts on using fists to win missions will most likely be very disappointed by the final missions. Unarmed combat is more or less an amusing hobby that adds a lot of flavor to the game. Most of the items below don't require commentary.

## Brass Knuckles

**Damage:** 3–6; **Range:** 1; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3

**Comments:** Brass knuckles, brass head.

## Impact Gloves

**Damage:** 9–17; **Range:** 1; **Min. Strength:** 1; **Weight:** 4 lbs.; **Action Points:** 3

## Lacerators

**Damage:** 6–11; **Range:** 1; **Min. Strength:** 1; **Weight:** 3 lbs.; **Action Points:** 3

**Comments:** The poor man's Power Fist. This item shows up in Mission 4 or 5.

## Mace Glove

**Damage:** 7–11; **Range:** 1; **Min. Strength:** 1; **Weight:** 4 lbs.; **Action Points:** 4

**Comments:** Having to spend 4 Action Points on a Punch is appropriate punishment for players who insist on using this item.

## Power Fist

**Damage:** 13–25; **Range:** 1; **Ammo:** 25×Small Energy Cell; **Min. Strength:** 1; **Weight:** 7 lbs.; **Action Points:** 4

**Comments:** Targeted punches, high Endurance and Strength, and a very high Unarmed Combat skill can combine to make this a useful item even against truly dangerous opponents. Appears after Mission 5 or 6.

## Punch Dagger

**Damage:** 6–15; **Range:** 1; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3

## Punch Gun

**Damage:** 11–21; **Range:** 1; **Ammo:** 3×12 gauge; **Min. Strength:** 1; **Weight:** 6 lbs.; **Action Points:** 3

**Comments:** The most lethal of unarmed combat items in the early game. Appears in Mission 2.

## Razor Claws

**Damage:** 7–25; **Range:** 1; **Min. Strength:** 1; **Weight:** 2 lbs.; **Action Points:** 3

## Sappers

**Damage:** 5–7; **Range:** 1; **Min. Strength:** 1; **Weight:** 2 lbs.; **Action Points:** 3

## Shredders

**Damage:** 4–7; **Range:** 1; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3

## Tiger Claws

**Damage:** 5–7; **Range:** 1; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3

**Comments:** They look so great you'll be tempted to keep them. Scratch them all the same.

# MELEE WEAPONS

Using melee weapons means enjoying a higher chance of scoring a critical hit. However, their usefulness tends to fade as the game goes on. Like unarmed combat, fighting with melee weapons is a hobby. Treat it as such and enjoy the color that it adds to your game, but don't count on melee skills and equipment to win you the later missions. Again, added commentary isn't necessary for these self-explanatory items.

## Axe Handle

**Damage:** 5–13 both Swing and Thrust; **Range:** 2; **Min. Strength:** 4; **Weight:** 3 lbs.; **Action Points:** 4 Swing, 4 Thrust

## Barbed Spear

**Damage:** 8–9 Thrust, 9–10 Throw; **Range:** 2 Thrust, 8 Throw; **Min. Strength:** 4; **Weight:** 8 lbs.; **Action Points:** 4 Thrust, 6 Throw

## Broken Bottle

**Damage:** 2–6 Swing, 2–7 Thrust; **Range:** 1; **Min. Strength:** 1; **Weight:** 2 lbs.; **Action Points:** 3 Swing, 4 Thrust

**Comments:** Favorite Raider melee weapon, meaning you can safely beat up most Raiders with your fists. Worth a couple of bucks—don't throw away!

## Cattle Prod

**Damage:** 13–21 Swing, 4–7 Overload (1–10 Energy Cells); **Range:** 1; **Ammo:** 20×Small Energy Cell; **Min. Strength:** 5; **Weight:** 6 lbs.; **Action Points:** 4 Swing, 5 Overload

**Comments:** You'll find this item in Preoria, and it can be surprisingly useful. Its effectiveness, however, is dampened against well-armored opponents.

## Claw Hammer

**Damage:** 4–11 Head, 5–17 Claw; **Range:** 1; **Min. Strength:** 5; **Weight:** 3 lbs.; **Action Points:** 4 Head, 4 Claw

## Cleaver

**Damage:** 7–15 Swing; **Range:** 1; **Min. Strength:** 4; **Weight:** 2 lbs.;
**Action Points:** 4 Swing

## Club

**Damage:** 6–16 Swing and Thrust; **Range:** 2; **Min. Strength:** 4; **Weight:** 4 lbs.;
**Action Points:** 5 Swing, 4 Thrust

## Combat Knife

**Damage:** 7–15 Swing, 8–19 Thrust; **Range:** 1; **Min. Strength:** 1; **Weight:** 2 lbs.;
**Action Points:** 3 Swing, 4 Thrust

**Comments:** This item can be useful in some of the earlier missions. Three swings kill most dogs.

## Crowbar

**Damage:** 4–16 Swing and Thrust; **Range:** 1; **Min. Strength:** 5; **Weight:** 6 lbs.;
**Action Points:** 4 Swing, 4 Thrust

## Deco-Filament Knife

**Damage:** 4–11 Swing; **Range:** 1; **Min. Strength:** 1; **Weight:** 1 lb.;
**Action Points:** 3 Swing

## Diamond Spear

**Damage:** 16–21 Thrust, 23–31 Throw; **Range:** 2 Thrust, 8 Throw; **Min. Strength:** 4;
**Weight:** 4 lbs.; **Action Points:** 4 Thrust, 6 Throw

**Comments:** Its usefulness is still limited by poor range and low damage. It's no replacement for a good energy weapon.

## Dynamite Spear

**Damage:** 11–31 Thrust and Throw; **Range:** 2 Thrust, 8 Throw; **Min. Strength:** 4;
**Weight:** 4 lbs.; **Action Points:** 4 Thrust, 6 Throw

## Festering Spear

**Damage:** 4–11 Thrust, 4–13 Throw; **Range:** 2 Thrust, 8 Throw; **Min. Strength:** 4; **Weight:** 4 lbs.; **Action Points:** 4 Thrust, 5 Throw

**Comments:** Poison attack in addition to normal damage.

## Iron Pipe

**Damage:** 3–13 Swing; **Range:** 1; **Min. Strength:** 5; **Weight:** 5 lbs.; **Action Points:** 4 Swing

## Knife

**Damage:** 2–12 Swing, 2–15 Thrust; **Range:** 1; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3 Swing, 4 Thrust

**Comments:** Useful in the first two missions.

## Louisville Slugger

**Damage:** 4–12 Swing and Thrust; **Range:** 2; **Min. Strength:** 4; **Weight:** 5 lbs.; **Action Points:** 4 Swing, 4 Thrust

## Machete

**Damage:** 4–16 Swing; **Range:** 1; **Min. Strength:** 4; **Weight:** 4 lbs.; **Action Points:** 4 Swing

## Micro-Sledge

**Damage:** 9–21 Swing and Thrust; **Range:** 1 Swing, 2 Thrust; **Min. Strength:** 5; **Weight:** 4 lbs.; **Action Points:** 4 Swing, 4 Thrust

**Comments:** You'll find one in Preoria, and it can be useful in the very next mission. Not much use beyond that.

## Piston Spear

**Damage:** 7–21 Thrust, 10–31 Throw; **Range:** 2 Thrust, 8 Throw; **Min. Strength:** 4; **Weight:** 4 lbs.; **Action Points:** 4 Thrust, 5 Throw

## Ripper

**Damage:** 16–23 Swing; **Range:** 1; **Ammo:** 20×Small Energy Cell; **Min. Strength:** 4; **Weight:** 2 lbs.; **Action Points:** 4 Swing

**Comments:** Very good melee weapon, but each swing costs you many dollars!

## Rusty Old Monkey Wrench

**Damage:** 9–19 Swing; **Range:** 1; **Min. Strength:** 5; **Weight:** 4 lbs.; **Action Points:** 5 Swing

## Scalpel

**Damage:** 4–11 Swing, 4–13 Thrust; **Range:** 1; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 4 Swing, 5 Thrust

**Comments:** Useful in the first few missions.

## Serrated Blade

**Damage:** 9–11 Thrust, 10–13 Throw; **Range:** 2 Thrust, 8 Throw; **Min. Strength:** 4; **Weight:** 4 lbs.; **Action Points:** 4 Thrust, 6 Throw

## Sharpened Pole

**Damage:** 3–6 Thrust, 3–7 Throw; **Range:** 2 Thrust, 8 Throw; **Min. Strength:** 4; **Weight:** 3 lbs.; **Action Points:** 4 Thrust, 5 Throw

**Comments:** The only reason to carry this weapon is to beat up on yourself for taking it along.

## Shiv

**Damage:** 2–6 Swing, 2–7 Thrust; **Range:** 1; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3 Swing, 4 Thrust

**Comments:** While the shiv is still useless in most cases, it can't be detected (characters wielding it appear to be unarmed). No other advantages.

### Snake Spear

**Damage:** 4–11 Thrust, 4–13 Throw; **Range:** 2 Thrust, 8 Throw; **Min. Strength:** 4; **Weight:** 4 lbs.; **Action Points:** 4 Thrust, 5 Throw

**Comments:** Strong poison attack in addition to normal damage.

### Switchblade

**Damage:** 3–6 Swing, 3–7 Thrust; **Range:** 1; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3 Swing, 4 Thrust

### Spear

**Damage:** 4–11 Thrust, 4–13 Throw; **Range:** 2 Thrust, 8 Throw; **Min. Strength:** 4; **Weight:** 4 lbs.; **Action Points:** 4 Thrust, 5 Throw

**Comments:** The basic spear, found in huge quantities throughout the game; price soon drops to a buck apiece. Can be useful in the first two missions; after that, not worth carrying home.

# THROWN WEAPONS

These weapons fall broadly into two classes: deadly grenades (which require six Action Points to use) and non-lethal items (which use just three Action Points). Remember not to prejudge these devastating devices. The humble Molotov Cocktail is more dangerous than a grenade, thanks to its range and low Action Point requirement!

Note that different grenades do different types of damage. Armor that protects against normal attacks might not offer the same degree of protection against fire attacks.

## Grenades

Grenades are expensive. The only ones that you should consider buying are the Flash (stun) variety. Use of these handy weapons—even in close quarters—can often resolve unwanted hand-to-hand combat; it's better to have an unconscious squad member than a dead squad member.

**TIP**

**Different grenades do different kinds of damage. You'll gain a good understanding of the implications of this if you compare a grenade's qualities with the armor stats mentioned earlier in this chapter.**

## Acid Grenade

**Damage:** 35–65; **Range:** 15; **Min. Strength:** 4; **Weight:** 1 lb.; **Action Points:** 6

**Comments:** This type of grenade does splash damage that also contaminates the area around the attack.

## Boom Bugs

**Damage:** 15–30; **Range:** 15; **Min. Strength:** 4; **Weight:** Under 1 lb.; **Action Points:** 6

**Comments:** This is the Tribal and Beastlord take on a grenade. It is very light and does explosive damage.

## Flash Grenade

**Damage:** 8–14; **Range:** 15; **Min. Strength:** 4; **Weight:** 1 lb.; **Action Points:** 3

**Comments:** The Flash Grenade's stun effect makes it particularly well suited for rescuing hostages. The grenade has a -4 effect on Perception and a -1 effect on Agility. Bystanders suffer splash damage.

## Fragmentation Grenade

**Damage:** 35–55; **Range:** 15; **Min. Strength:** 4; **Weight:** 1 lb.; **Action Points:** 6

**Comments:** The classic grenade features an explosive combined with metal shrapnel from the casing.

## Incendiary Grenade

**Damage:** 45–65; **Range:** 15; **Min. Strength:** 4; **Weight:** 1 lb.; **Action Points:** 6

**Comments:** Shrapnel and napalm make this a deadly anti-personnel weapon that does fire damage.

### Molotov Cocktail

**Damage:** 13–25; **Range:** 18; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3

**Comments:** The famous Molotov is a fast-throwing, weaker take on the incendiary grenade. Predictably, it does fire damage.

### Plasma Grenade

**Damage:** 45–95; **Range:** 15; **Min. Strength:** 4; **Weight:** 1 lb.; **Action Points:** 6

**Comments:** The superheated plasma in this grenade explodes with devastating results and does energy damage.

### Powder Bag

**Damage:** 8–11; **Range:** 16; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3

**Comments:** This is the Tribal and Beastlord take on a Flash Grenade. It has a stun effect.

### Pulse Grenade

**Damage:** 105–155; **Range:** 15; **Min. Strength:** 4; **Weight:** 1 lb.; **Action Points:** 6

**Comments:** The Pulse Grenade won't harm living creatures, but is lethal against robots.

## Other Thrown Weapons

The other thrown weapons in *Fallout Tactics* are meant to flesh out the possibilities offered by the Throwing skill. They aren't very useful in combat, though they can add a lot of color to the game if used in limited, specific situations. No additional commentary is necessary.

### Boomerang

**Damage:** 8–11; **Range:** 15; **Min. Strength:** 1; **Weight:** 2 lbs.; **Action Points:** 1

### Chakram

**Damage:** 5–7; **Range:** 15; **Min. Strength:** 1; **Weight:** 2 lbs.; **Action Points:** 3

**Comments:** This item is a beautifully wrought silver ring with sharp edges. Leave it in your locker if you just have to look at it from time to time.

### Dart

**Damage:** 8–11; **Range:** 16; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3

### Fantasy Ball

**Damage:** 9–11; **Range:** 15; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3

### Rock

**Damage:** 6–9; **Range:** 8–11; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 1

### Throwing Knife

**Damage:** 5–8; **Range:** 16; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3

### Throwing Stars

**Damage:** 4–8; **Range:** 15; **Min. Strength:** 1; **Weight:** 1 lb.; **Action Points:** 3

## TRAPS

There are a dozen different kinds of traps in *Fallout Tactics*, and not all are of the exploding kind. Once disarmed, traps can be bartered for a reasonably good price. If you're playing a single-player game, most likely you'll rarely set up traps; the focus will be on disabling them. Table 4.1 lists the traps found in the game.

The damage tables in this guide are based on non-modified characters, meaning that they have no added perks, no more than 5 in modifying Primary Statistics (Perception and Agility), and an unexceptional Traps skill. Traps set by a highly skilled trapper with modifying perks (Demolitions Expert, etc.) would cause much more damage.

**TABLE 4.1: Traps**

| Traps | Damage | Disable Difficulty Level | Weight | Other Qualities |
|---|---|---|---|---|
| Bullhorn Trap | N/A | Low | N/A | Emits an alarm when triggered |
| Claymore | 50–70 | Low | 4 lbs. | Used to trap containers, doors, etc. |
| Dynamite | 20–60 | Low | 5 lbs. | Classic TNT with a timer |
| EMP Trap | 30–60 | Medium | 4 lbs. | Electromagnetic pulse causes residual damage to organic life-forms, but mainly damages electronics |
| Explosive Trap | 30–60 | Low | 2 lbs. | Used to trap containers, doors, etc. |
| Plastique | 30–70 | Low | 4 lbs. | Stable, plastic explosive with a timer |
| Puffer | 20–40 | Medium | 3 lbs. | Primitive mine emitting toxic spores under pressure |
| Remote Detonator Trap | 20–40 | Medium | 4 lbs. | Requires a detonator, set frequency, and trigger from a distance |
| T13 Antipersonnel Mine | 60–80 | Medium | 4 lbs. | High damage vs. personnel |
| T45LE Mine | 50–80 | High | 5 lbs. | Throws a vehicle into the air |
| T45SE Mine | 30–60 | Low | 4 lbs. | Causes damage to a vehicle |
| T86 Acid Sprayer | 70–90 | High | 4 lbs. | Sprays acid and is extremely dangerous |

# MEDS, FOOD, DRINK, AND DRUGS

In addition to weapons, *Fallout Tactics* features a bewildering array of diverse items. These items fall into two categories:

- **Items with an Effect:** This includes all drugs and meds, specialist skill-boosting gear (for example, a Lockpick Set), items necessary to use a particular skill (such as a Doctor's Bag), all food, and almost all drinks.

- **Items without an Effect:** During your *Fallout Tactics* adventures, you'll occasionally see items such as papers, a clipboard, etc. These have no barter value and don't affect anything beyond a character's carrying weight. They're meant to please the eye and feed your imagination, nothing more. Test them if unsure. Some drinks also have no effect on the character using them (the popular Nuka Cola may even cause a painless addiction), but they're still worth a dollar on the market if your Barter skill is good enough.

The following sections discuss the items that affect the character in a meaningful way. Note that mission-specific items are discussed solely in the walkthroughs in Part II of this guide.

# Meds and Healing Items

You won't be able to win the game without these items. They're as important as weapons, and certainly as expensive. Many can be found in the assorted containers that you'll encounter while playing the missions, and you'll also find a few on the corpses of your enemies. Still, some will have to be purchased in the Brotherhood bunker. When this happens, go to see the medical officer first, as he offers better deals than the miserly Quartermaster.

There are two kinds of healing items: skill items (necessary for use of a healing skill) and non-skill items (no skill involvement).

## Healing Skill Items

There are four of these, including two variations on each of two themes. The Doctor's Bag is necessary to use the Doctor skill, which in turn is necessary to heal crippling wounds. It lasts for five uses and is terribly expensive (about $1,000 per use with a good Reputation and 25% Barter skill). The Paramedic's Bag is a lighter (6 lbs.) variety of the heavy (10 lbs.) Doctor's Bag, but is also twice as expensive.

The First Aid Kit is necessary to perform first aid. It costs roughly 10 times less than the Doctor's Bag and is lighter (4 lbs.). The Field Medic Kit weighs even less (2 lbs.), but it's twice as expensive as the standard First Aid Kit.

Expensive or not, you can't afford to leave the bunker without a Doctor's Bag, as crippling wounds cannot be healed with a non-skill healing item.

## Healing Items

There are many items with healing effects in the game. This category includes both meds and almost all of the food (see the following section).

**NOTE**

**All non-skill healing items, drugs, and food weigh under 1 lb., which amounts to nothing in game terms. Some drinks weigh 1 lb. per bottle.**

The Stimpak is the most important single item in a soldier's inventory. It can be supplemented by various edibles and stronger Stimpak varieties. Table 4.2 contains the relevant data on all healing items. Note that the stronger Stimpak varieties all cause the loss of hit points after their effects wear off.

| Statistics Legend | |
|---|---|
| ST=Strength | IN=Intelligence |
| PE=Perception | AG=Agility |
| EN=Endurance | LK=Luck |
| CH=Charisma | HP=Hit Points |

**TABLE 4.2: Healing Items**

| Non-Skill Healing Items | Hit Points Cured | Other Qualities |
|---|---|---|
| Healing Powder | 8–18 | Lowers PE by one |
| Poison Antidote | None | Cures poisoning |
| RadAway | None | Lowers rad count by 25–50 |
| RadX | None | Increases radiation resistance by 50% |
| Stimpak | 9–15 | None |
| Super Stimpak | 70–75 | Causes loss of three hit points after a short period of time |
| Ultra Stimpak | 120–125 | Causes 25% loss of max hit points after a couple of hours |
| Trauma Pack | 145–150 | Causes 50% loss of max HP, -3 PE, -1 ST and -1 EN after 24 hours |

## Food

Gourmet veteran *Fallout* players will be delighted to find that they can still have an iguana-on-a-stick. Sensational new entrees include such delicacies as bug-on-the-shell. Table 4.3 details all the varieties of food found in the game and their effects. Note that some food varieties can harm your character!

**TABLE 4.3: Food**

| Food | Hit Points Cured | Other Effects |
|---|---|---|
| Bug-on-the-shell | 8 | None |
| Cookie | 3 | None |
| Chitlins | 3 | None |
| Donut | 4 | None |
| Fruit | 4 | None |
| Happy Pie | 6–8 | None |
| Iguana-on-a-stick | 3 | None |
| Meat Jerky | 2 | None |
| Meat Pie | 3 | None |
| Pie Floater | 5 | -25% damage resistance for 4 hours |
| Stinky Meat Platter | 1 | -2 EN, -25% damage resistance, -25% rad resistance for one hour |

## Drinks

*Fallout Tactics* features enough varieties of drinks to start a little bar. These include both alcoholic and non-alcoholic beverages. Their qualities are listed in Table 4.4.

**TABLE 4.4: Drinks**

| Drink | Primary Effect | Secondary Effect | Other Effects |
|---|---|---|---|
| Beer | -1 PE for one minute | Lowers skills affected by PE for one minute | None |
| Booze | -1 PE for one minute | Lowers skills affected by PE for one minute | None |

**TABLE 4.4 (Continued): Drinks**

| Drink | Primary Effect | Secondary Effect | Other Effects |
|---|---|---|---|
| Gamma Gulp Beer | -1 PE for one minute | Lowers skills affected by PE for one minute | None |
| Nuka Cola | None | None | May cause a completely harmless addiction |
| Nuka Cola: Cherry | None | None | May cause a completely harmless addiction |
| Nuka Cola: Classic | None | None | May cause a completely harmless addiction |
| Nuka Cola: Yellow | Poisons your system | None | None |
| Ol' Flakey | -1 PE for one minute | Lowers skills affected by PE for one minute | None |
| Rot Gut | -1 PE for one minute | Lowers skills affected by PE for one minute | None |
| XXXXX Beer | -1 PE for one minute | Lowers skills affected by PE for one minute | None |

## Drugs

It is extremely hard to say no to drugs in *Fallout Tactics*, because their performance-enhancing qualities often make victory possible in almost impossible circumstances. Drugs being drugs, all have highly unpleasant side effects. Excessive use may even cause the using character to lose consciousness!

Table 4.5 lists the drugs encountered in the game and their qualities. All drugs that affect primary statistics will affect any skills derived from altered statistics.

**TABLE 4.5: Drugs**

| Drug | Primary Effect and Duration | Secondary Effect and Duration | Addiction Chance |
|---|---|---|---|
| After Burner Gum | +1 ST, +1 PE, +2 Action Points for 48 hours | After drugs wear off: -2 ST, -2 PE for 48 hours | Medium |
| Buffout | +2 ST, +3 EN, +2 AG for six hours | After drugs wear off: -2 ST, -1 EN, -2 AG for 18 hours | High |

**TABLE 4.5 (Continued): Drugs**

| Drug | Primary Effect and Duration | Secondary Effect and Duration | Addiction Chance |
|---|---|---|---|
| Mentats | +2 PE, +1 CH, +2 IN for 24 hours | After drugs wear off: -2 PE, -2 CH, -2 IN for 96 hours | High |
| Mutie | +4 ST, +4 EN, -4 CH, -4 IN, +25% max. hit points, +25% damage resistance, +25% rad resistance, -25 rad count for one hour | After drugs wear off: -2 ST, -2 EN, -50% max. hit points, -50% damage resistance for four hours | High |
| Psycho | -3 IN, +3 AG, +50% damage resistance for four hours | After drugs wear off: -2 IN, -25% damage resistance for eight hours | High |
| Voodoo | +2 AG, +3 LK, +20% damage resistance and critical chance for one minute | After drugs wear off: -1 AG, -3 LK, -20% damage resistance for one hour | Medium |

# OTHER ITEMS

In addition to the items discussed previously, *Fallout Tactics* also features several items required for the use of Lockpick and Repair skills. Their qualities are listed in Table 4.6.

**TIP**

**Using the Repair skill earns a character even more experience points than Doctor or First Aid. It's a valuable type of activity in the wastelands!**

**TABLE 4.6: Other Items**

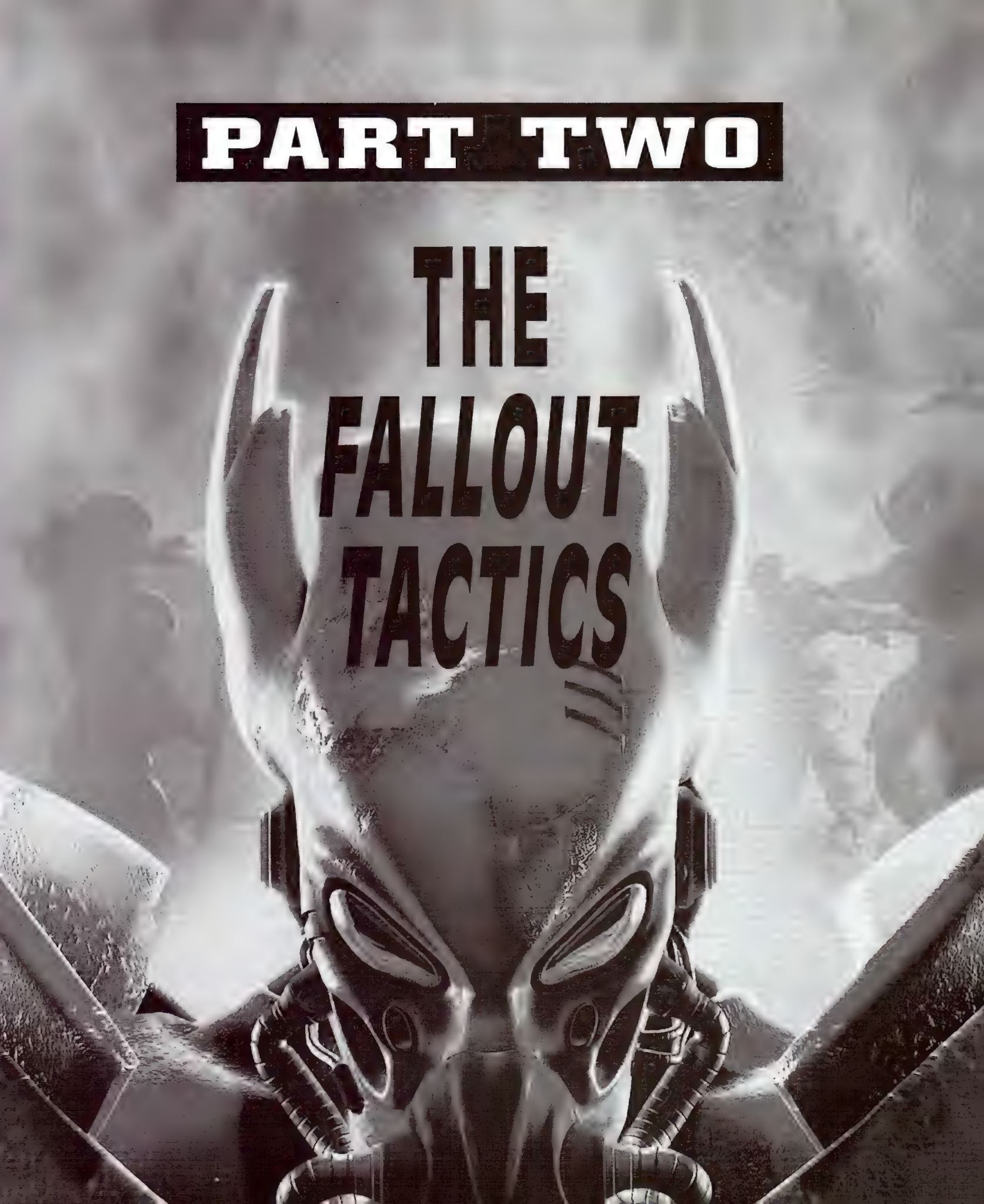
| Item | Significance | Weight | Other Comments |
|---|---|---|---|
| Lockpick Set | Boosts Lockpick skill by 20% | 1 lb. | Unlike in previous *Fallout* games, the picks never break or jam |
| Expanded Lockpick | Boosts Lockpick skill by 40% | 2 lbs. | Twice as effective as the Lockpick Set |
| Electronic Lockpick | Boosts Lockpick skill by 20% | 2 lbs. | Same boost in skill points as the Lockpick Set, but much more effective in use |

**TABLE 4.6 (Continued): Other Items**

| Item | Significance | Weight | Other Comments |
|---|---|---|---|
| Electronic Lockpick 2 | Boosts Lockpick skill by 40% | 1 lb. | Same boost in skill points as the Expanded Lockpick, but much more effective in use |
| Tool Kit | Must have item to use Repair skill | 5 lbs. | Gets used up just like a Doctor's Bag; five uses |
| Super Tool Kit | Boosts Repair skill by 30% | 10 lbs. | Better than the Tool Kit |

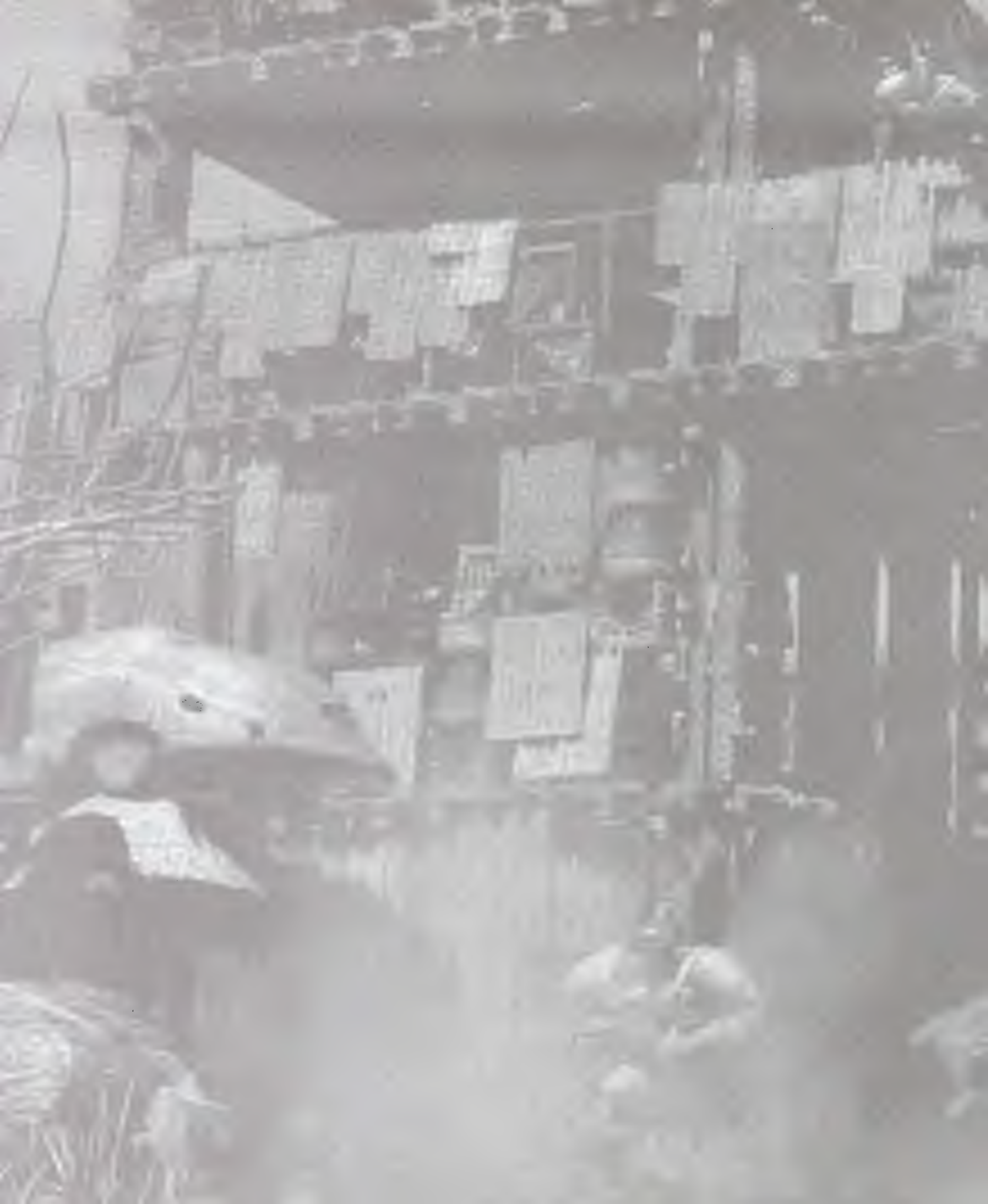
# PART TWO

# THE FALLOUT TACTICS



In *Fallout Tactics: Brotherhood of Steel*, you start your campaign by beginning the first mission. Until you complete this initial adventure, you won't be able to make any strategic choices, such as whether to proceed with another mission or to explore and engage in random encounters to gain additional experience points.

The chapters that follow reflect the order of missions in the game itself. Each chapter groups together walkthroughs of missions based from five different bunkers: Alpha, Beta, Gamma, Delta, and Epsilon. You'll also find advice on strategic choices and on recruitment and equipment options after each campaign mission (remember that the choices available will differ depending on the events of your last completed mission). The final walkthrough chapter, Chapter 9, was written by Chris Buskirk and David Peters, two *Fallout Tactics* experts from Interplay.



CHAPTER 5

# The Alpha Bunker Missions

All three missions based from Alpha Bunker pit your squad against the wicked Raiders. Completing Mission 1: Brahmin Wood will advance your character to Level 2, as well as provide enough equipment to outfit a full six-soldier squad. This will coincide with three new recruits becoming available, all Level 2 Initiates (for details on the recruit characters, please see Chapter 3: Winning at *Fallout Tactics*). Completing Mission 2 and accomplishing its additional objectives will result in your promotion to Senior Initiate. Five more recruits then become available, all Senior Initiates with attractive specialist skills. Your Reputation will improve from Warrior to Defender, which results in better breaks when dealing with the BOS Quartermaster. (Remember that choosing the Tough Guy mode gives you a 30% bonus in experience points gained. This can greatly accelerate your progress, at least in terms of game time!)

All mission walkthroughs are based on continuous turn-based play. They will be especially useful for new Fallout players; veteran Fallout players will no doubt have their own strategies that fit their favorite style of play. The walkthroughs in this chapter are especially detailed to help get new gamers on their feet quickly.

# MISSION 1: BRAHMIN WOOD

This first mission is played with just three Brotherhood of Steel (BOS) soldiers. In addition to your own character, you'll command a sniper (Farsight, Level 1 Initiate like yourself) and medic (Stitch, Level 2 Initiate). Your progress through the mission is clearly marked out on the mission map (see Figure 5.1). It's certainly possible to reach the conclusion of this little jaunt without anyone getting seriously wounded.

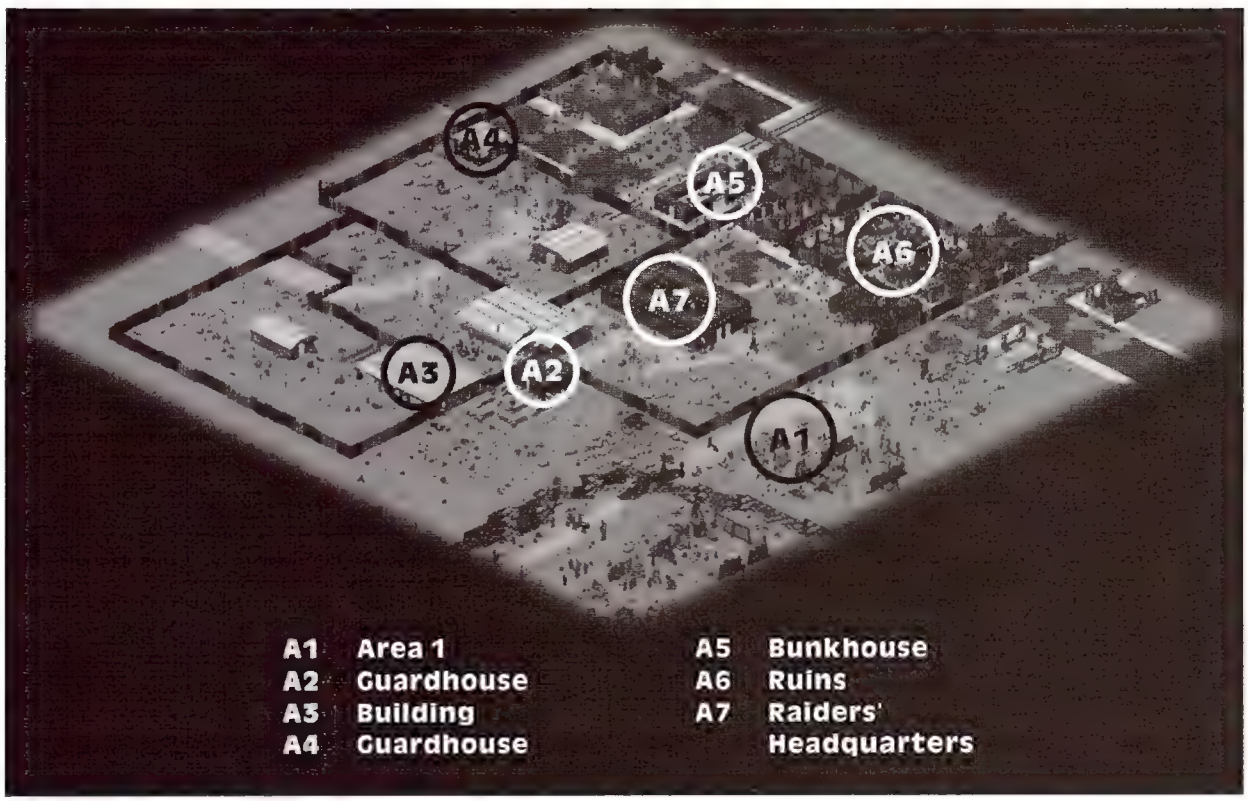



**FIGURE 5.1:** Brahmin Wood

**Official Mission Objective:** Eliminate the Raider leader. While you're at it, kill all the Raiders, liberate imprisoned villagers without any getting killed, and gather all loot.

**The Situation:** This is a daylight mission; you have no choice in the matter. You'll work your way through a maze of houses, tents, ruins, and interlocking fences. There's only one way to get through the map, so don't waste time looking for magic shortcuts. Pick up all weapons as you move on, outfitting each character as recommended in Chapter 3.

**The Opposition:** Around 30 Raiders stand in your way here, along with half a dozen dogs. Enemy armament includes a variety of pistols, shotguns, hunting rifles, and Uzi submachine guns. A few Raiders have melee weapons only.

**Suggested Squad and Equipment:** You have to make do with the two BOS soldiers allocated by the powers that be in the inaugural mission. The same goes for the equipment, though you can exert some influence by the choice of your tagged skills (see Chapter 3 for details). Consider choosing Doctor as a tag skill; your character comes equipped with extra "meds" (fruit, actually) and a Doctor's Bag. Remember that a Doctor's Bag is one of the most expensive items obtainable from the BOS Quartermaster!

# Mission Walkthrough

You begin the mission in the southwestern corner of the map. Talk to the Village Elder right next to your starting point, then make your way across the nearby bridge that is the only way to get into the village. There is a lone Raider with a Mauser pistol and a fierce dog patrolling area 1 (see Figure 5.1). Set up an ambush the way you've learned in the game tutorial, and let the patrolling Raider walk into it—just watch out for that dog!

## Gaining Entry

The Raider standing in the trees to the north may get involved in the fight. Keep two soldiers safe while collecting the Mauser from the fallen Raider. When you do so, it's best to give the weapon to Stitch. Use Farsight to keep the second Raider busy while you get in close with the SMG that your character came equipped with. Watch out for the Raider with a Colt .45 in front of the guardhouse.

After healing your soldiers as necessary, redistribute weapons (keep the Colt for yourself), and set up an ambush for a Raider hidden in the guardhouse. Let Farsight

**WARNING**

**Remember to place the characters wielding the shotgun and the SMG on the same side of the door when ambushing the guardhouse Raider. Set them up on opposite sides and they'll shoot both the Raider *and* each other.**

snipe at him from behind the sandbags and he'll run out. Positioning yourself and Stitch (armed with the shotgun) right by the door lets you win this confrontation easily.

Let Farsight take the guard leader's Uzi, and don't forget about the chest inside the guardhouse. Use the newfound key to open the door to the next building. Set your soldiers to Defensive or Sentry Off as you sneak inside, then set everyone on Aggressive to attack the single Raider inside the building.

If the Raider outside refuses to move, sneak up to the low wall and have your soldiers stand right across the wall from him. When Farsight snipes at the patrolling dog, he'll stand up just in time to get blown away by your SMG and shotgun. Retrieve all the loot here (remember to check the shelf) before leaving the building. The single hut in the compound beyond contains a bookshelf with Voodoo and Healing Powder. Retrieve them and set up an ambush a fair distance away from the Raider and the dogs sleeping in the small enclosure at the northern edge of the map.

## Rescuing the Imprisoned Villagers

When everyone's in place, let the sniper open hostilities at long range. The dogs will attack. Use the freshly captured shotgun! Kill the sleeping Raider and retrieve another Beretta shotgun before proceeding south toward the workshop where the prisoners are being kept. Sneak inside (see Figure 5.2), and be wary of detection by the prisoners while positioning your soldiers. You want to blow away the two guards without killing any villagers; consider attacking with melee weapons. The guard to the right has a monkey wrench—don't let him score a hit.

Don't forget to collect the items on the worktable near the workshop's exit, including a Lockpick Set. Be careful before going outside—a guard in the next compound has a hunting rifle.

The hut nearby hides a big Raider with a spear gun. Once again, set up an ambush by the doorway, then edge the SMG-toting squad member past the hut entrance. Collect the Mentats and shotgun shells in the hut before moving on.

**WARNING**

**Don't hit any of the cows wandering around Brahmin Woods! It's a sure way to make the villagers angry.**

**FIGURE 5.2:** Sneak inside the building where the prisoners are being held to eliminate both guards without any fuss.

Deal with the Raider hunting rifle, then the lone guard in the guardhouse near the northern edge of the map. It's surrounded by barbed wire, so crawl along the eastern wall of the compound, around the wire, and up against the guardhouse walls. Unlock the door using the key found earlier; set up two soldiers in selected spots by the wall and have them stand up just as your third soldier opens the door. All three should fire almost simultaneously—goodnight, Gracie.

Retrieve the loot (which includes another shotgun, Stimpak, and Molotov cocktails) from the crate. Unlock the door leading east and sneak across the road to the fenced-in lot. Use the passageway east of the lot to sneak up on the lone Raider guarding its southern end.

Crawl up to and around the barbed wire barriers, timing your moves with those of the Raider patrolling the sidewalk to the south. You may have to take him out with hunting rifles, but try to avoid engaging the two Raiders in the bunker overlooking the barbed wire at this stage.

## Storming Raiders' Headquarters

Continue south, keeping to the eastern edge of the map. Reconnoiter the ruins carefully and you'll find that they're crawling with Raiders. Don't attack the sniper sitting atop the guard tower without first eliminating backup in the area (see Figure 5.3). Show yourself to the backup and run away, letting him follow you straight into two double shotgun blasts.

**FIGURE 5.3: Taking out the sniper on the tower should be preceded by neutralizing his friends on the ground.**

To take the sniper out, send Farsight or go yourself. Take two Beretta shotguns set to double shot; switch weapon hands quickly if the first blast doesn't do the job.

Collect your third hunting rifle along with the contents of the crate atop the guard tower before heading south through the ruins. A Raider with a pistol wanders around these ruins, while another waits with a hunting rifle hidden behind a wall, and a third can be found with a Beretta pistol near the southern edge of the map. There's also a dog at the southern end of the passage hugging the eastern edge of the map. Open fire at long range with hunting rifles and finish it off with a shotgun when it gets close.

A fourth Raider with an Uzi is hidden in the ruins bordering the compound around the Raiders' headquarters. Rush him with shotguns or melee weapons, but watch out for the Raiders patrolling the open ground to the west. Head north and go around the back of the headquarters building. From the rear, take out the Raider huddled by the northwestern corner (see Figure 5.4). Switch from shotguns to hunting rifles to deal with his two friends, and don't forget to retrieve the Healing Powder from the pot in the middle of the compound.

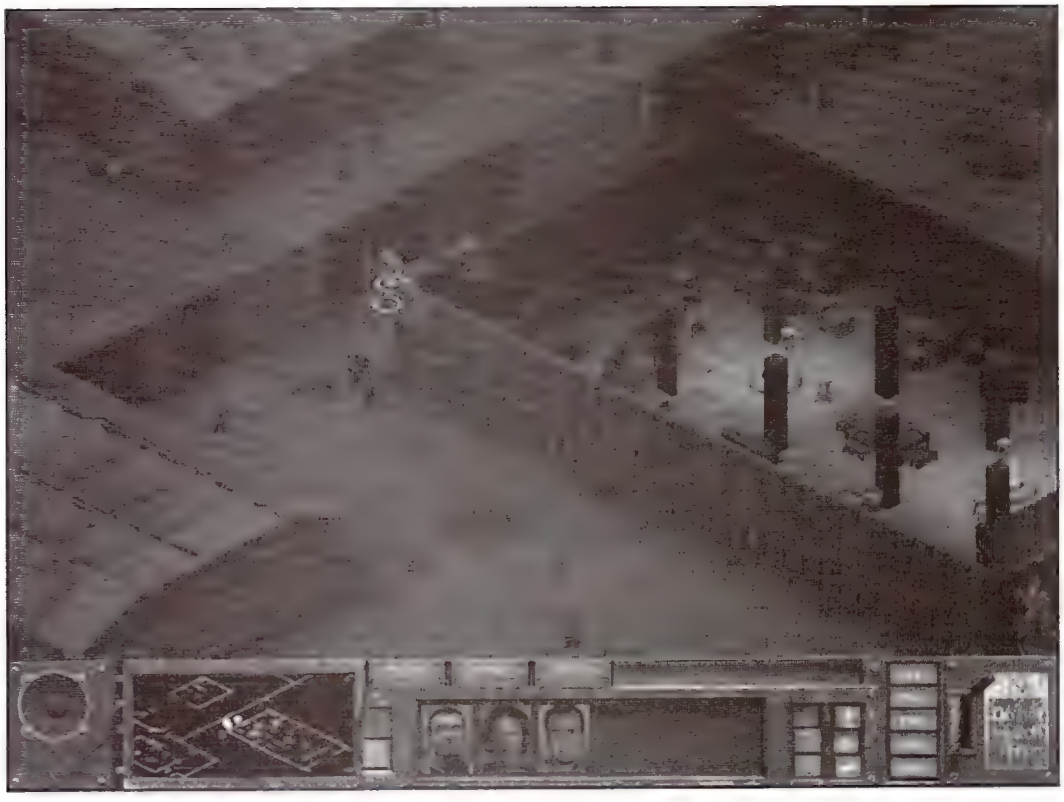


**FIGURE 5.4: This sad fellow is scheduled to end his guard duty way ahead of time.**

Heal members of your party and redistribute equipment as necessary—everyone should have a hunting rifle, a submachine gun, and a shotgun at this point. Move inside the headquarters building by taking advantage of the screen by the door. There are five Raiders inside! Position Stitch and Farsight at one end of the barrier, and yourself with the SMG by the other. Pop Farsight out and back again to take potshots at the nearest Raider. Stitch should use the shotgun if any enemies get too close to Farsight; have your character join in with a hunting rifle (and the SMG as necessary). Make sure that a couple of enemies are down before venturing out from behind the screen by the entrance.

If Horus is still alive, close in on him from three directions. Put a shotgun on the other side of the boxes protecting Horus while the other two soldiers move in. Sooner or later he'll stand up, and then he's yours. Kill him and you'll be rewarded with a new experience level! Retrieve Horus' key and all the loot (including contents of chests and crates) before exiting.

Talk to the village shaman in the ruins north of the starting point to collect a bag of Healing Powder, and to the Village Elder to receive a remote control detonator.

**NOTE**

**On the way back from storming the Raiders' headquarters, remember to check in on the two soldiers in the bunker. Approach them from behind and they won't be much trouble (one is armed with a hunting rifle, the other with a Beretta pistol).**

## Mission Postmortem

You should now have enough equipment to outfit each member of a squad of six soldiers with a hunting rifle, shotgun and/or SMG, plus a couple of good pistols (Colt .45s). You'll also have a nice starting wad of Brotherhood money. You should also possess enough 9mm and 7.62mm ammo to avoid having to buy any, unless you plan to wander around the map gaining experience before tackling the second mission. If you choose to explore, it's best to move along the bank of the bay north of the bunker. Don't go too far, and be sure to turn back when your ammo supply dips; remember, you may also have unwelcome random encounters at the worst of times! Use 9mm ammo whenever possible, conserving your 7.62mm rounds for later.

Random encounters in the neighborhood of Brahmin Wood and Freeport consist mostly of Radscorpions, dogs, brahmin, Tribals, and any combination of the above (in which case they'll be fighting each other). The Tribals may have Boom Bugs (read: grenades) and Wasp Stings in addition to primitive hand-to-hand weaponry.

# MISSION 2: FREEPORT

You'll face enemies with assault rifles for the first time in this mission (see Figure 5.5); fortunately, by that time you'll have acquired one yourself. It's possible to simply blow away all the Raiders in pitched battle if you know what you're doing; the drunk Raiders can't shoot straight.

**FIGURE 5.5:** Freeport

**Official Mission Objective:** Free the kidnapped Village Elder. While you're at it, grab the chance to arm your squad with AK-47 assault rifles.

**The Situation:** Make it a night mission: watch the clock over the world map, and schedule your arrival for a late night hour, making a detour if necessary. Numerous goodies will be found during this mission, including an ownerless AK-47 assault rifle, Buffout, and your first book: a *Scouting Handbook* (it improves the Outdoorsman skill). You'll also get your hands on a cache of Wastelands currency: ring pulls from metal cans.

**The Opposition:** Expect around 40 Raiders and a couple of dogs. Half a dozen (Raiders, not dogs) are armed with AK-47s; watch out for them. The rest sport Scorpios, hunting rifles, pistols (including a Smith & Wesson revolver plus a couple of Browning Hi Power pieces), and assorted melee weaponry.

**Suggested Squad and Equipment:** Set out with the full six-person squad, of course. You'll have hired Brian, Trevor, and Jo, the only choices available after the first mission. Each person should have a hunting rifle, SMG, shotgun, pistol (you should have three Colts from Brahmin Wood plus a couple of Mausers),

50 rounds of 7.62mm ammo, and 50 of 9mm. Everyone should also have a Stimpak, while you should have at least two for yourself. Give Trevor a good melee weapon and the Molotovs looted in Brahmin Wood.

# Mission Walkthrough

You begin in the northeastern corner of the map. Crouch and sneak on Defensive or Sentry Off settings while moving south, along the edge of the map. Stop when you've reached a point parallel with the bridge and deploy the squad in an ambush. Watch out for the lone Raider with a club and a dog that patrols the area.

## The Bridge Massacre

You're about to discover the awesome firepower of six hunting rifles firing simultaneously. Switch your squad to Aggressive when the patrolling Raider makes a good target, or as soon as one of your soldiers is detected and make mincemeat of the enemy soldiers rushing over the bridge. You may have to make an offensive move if the two Raiders with hunting rifles on the other side of the bridge are too cowardly to advance.

**TIP**

**The meat jerky you'll find on some of the Raiders fighting in the bridge massacre is great for minor wounds. Keep everyone's hit points up to scratch throughout this mission; a burst from an AK-47 is fairly lethal.**

Don't try to create a diversion by attacking the still, as suggested in the mission briefing. This tactic is almost suicidal, because you'll be facing AK-47s while your squad still doesn't have any. Move south until you reach a tent with a sleeping Raider stretched out by a fire; your melee combat specialist should whack him on the head to prevent alarming the guards on the other side of the nearby ravine.

Collect goodies from the tent (Lockpick Set) and cross the ravine. A couple of guards that didn't join in the lemming-like rush to the bridge earlier on will now attack you with pistols. Take them out quickly, because a big rumble will scare the informant off. If that happens, don't panic, as the kidnapped Village Elder is easily located. Otherwise, talk to the informant (see Figures 5.6 and 5.5). Whatever you do, don't kill him!

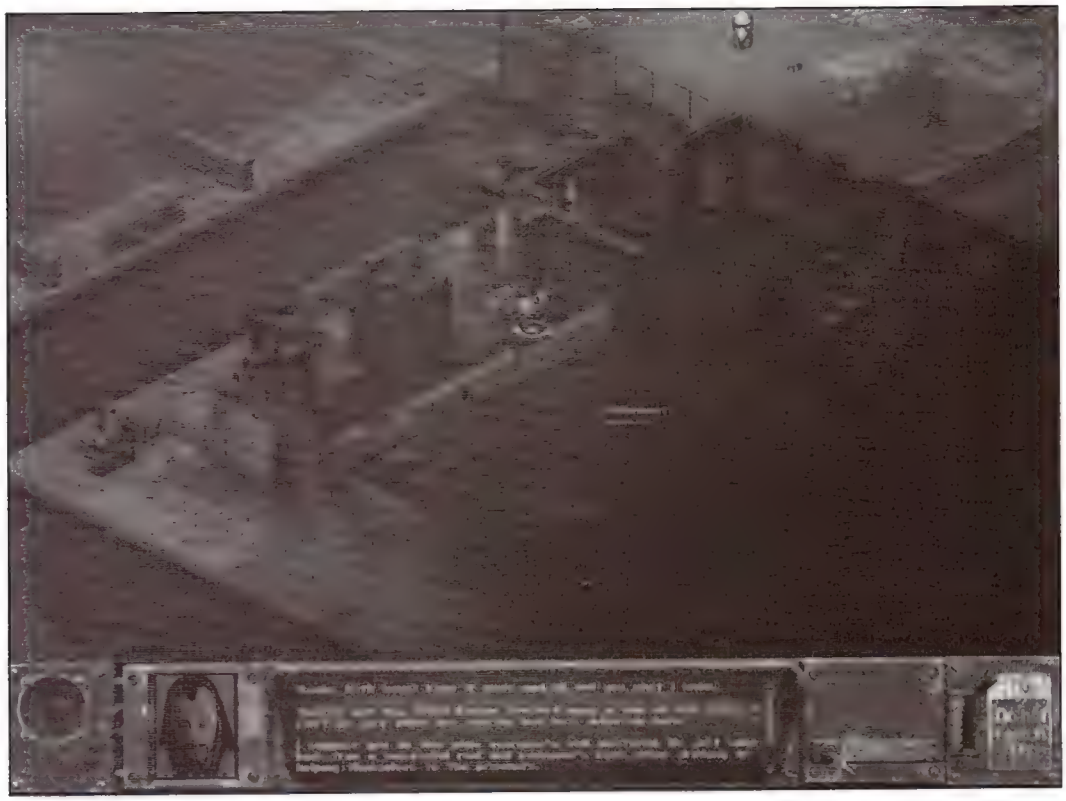


**FIGURE 5.6:** This smart guy has figured out how to squeeze money out of the BOS Quartermaster.

After gathering all loot including booze, head east along the southern edge of the map. You'll soon come to a ruined house that features a romantic table for two and a sleeping Raider. The bookshelf behind the Raider features a *Scouting Handbook*. Kill the sleeping Raider and proceed north. You'll have to dispose of a spear-toting Raider and a nearby pal of his before you can enter the ruins directly north of the previous house. The desk there contains Buffout, ideal for enhancing hand-to-hand combat abilities.

## The First Real Gun

Cross the open, partly paved ground and locate the Magic Locker (see Figure 5.7). Attack the two sots sleeping in the nearby house. Sneak south until you reach a house containing a prisoner. This is not the Village Elder but a woman called Ripley. Let her stew in her cell until you sort things out with the rude, inhospitable Raiders.

**FIGURE 5.7:** Don't tell me it's Christmastime again?

One of the two alarms that can be used to wake up the drunken Raiders is located directly next to Ripley's cell. You may want to disable it, as well as the one across the road to the north. If not, move three soldiers (armed with shotguns and SMGs) into an ambush north of the Ripley house, and the other three (including yourself with the AK-47) into an ambush in the room next to her cell. Change your Sentry setting to Aggressive and watch.

Gather the loot from all the idiots that came running into your ambush; but be careful because there are extra AK-47s out there in nervous hands. It's safest to set up yet another ambush between the Ripley house and the tent that holds the Village Elder (see Figure 5.8 for results).

Clear your side of Freeport's Main Street of any hostile presence. The top tent houses the Village Elder. Don't bother talking to him until it's safe for him to leave. The lower two tents may still contain a sleeping Raider; they also have a nice crate waiting to be searched. You'll have several AK-47s after gathering up everything in and around the tents.

**FIGURE 5.8:** Come one, come all! Given an AK-47, you'll be ready for the Raiders' rude lack of hospitality.

The area around the fire in the center of the street has various nourishing edibles. Be careful when crossing the street, as the middle tent contains O'Reilly, the Raider leader. He has an H&K submachine gun and stands guard over a very nice chest.

**TIP**

**Kill most of the Raiders guarding the still before entering the area. They'll rush at the sandbag barrier separating them from the tents and will be easy to cut down.**

Search every tent thoroughly and proceed westward. A Raider snoring in the northernmost house (the house key is on the guard with the Beretta shotgun) has an AK-47 and knows how to use it; get him through the window or a gap in the wall.

As you proceed toward the still, keep an eye out for another crate, a Raider or two with clubs, and unpleasant surprises in general. The still is always guarded by at least two Raiders (one with an AK-47 and another with a Scorpio).

Get them in a pincer movement by sending a soldier or two around the back of the still. Watch out for the exploding drums in front of the entrance! There is a Raider with a Beretta pistol in the ruins to the southeast.

After every Raider is dead, there's still a bit of shooting to do (see Figure 5.9). Make sure that you've gathered all the loot there is. Be aware that you should find ring pulls at two other locations in addition to O'Reilly's chest.

**FIGURE 5.9: Destroying the Raiders' still (a single burst of 9mm is all that's needed) nets you 200 experience points.**

All that remains is to inform the Village Elder that he is free to go, and to release Ripley from her cell. She promises to give you a hand if you ever make it to a town called Great Bend, which sounds promising.

## Mission Postmortem

Your whole squad can be equipped with AK-47s after this mission. New recruits become available following your promotion to Senior Initiate: Rage, Ice, Rebecca, Kevin, and Mandy. You should definitely sign up Rebecca and Rage, but it may be best to keep the slow-witted Trevor. Ice is a good addition if you've suffered losses.

Kevin is deadly hand-to-hand, but both Kevin and Mandy can't hit a barn even when they're standing inside.

Use the skill points gained with your new experience level primarily to improve your combat skills. Don't use any 7.62mm ammo if you go exploring prior to the third mission—you'll need all you have for six hungry AK-47s. Hang on to the hunting rifles!

Speak to Tiduk and Shauri back at the BOS bunker; they're Tribals who have been impressed by the show in Brahmin Wood and have come to enlist. Shauri has a *Guns & Bullets* magazine that isn't expensive; both she and her brother have some ring pulls (the Wasteland currency).

# MISSION 3: ROCK FALLS

This mission will test your tactical talents; you must also manage your squad correctly (for details, refer to Chapter 3). You'll have to deal with mines for the first time, and will encounter locks that have to be picked, no key being available. You can still finish this mission without Traps and Lockpick specialists, but frankly it's high time you had them, even if their specialist skill levels hover around 50%.

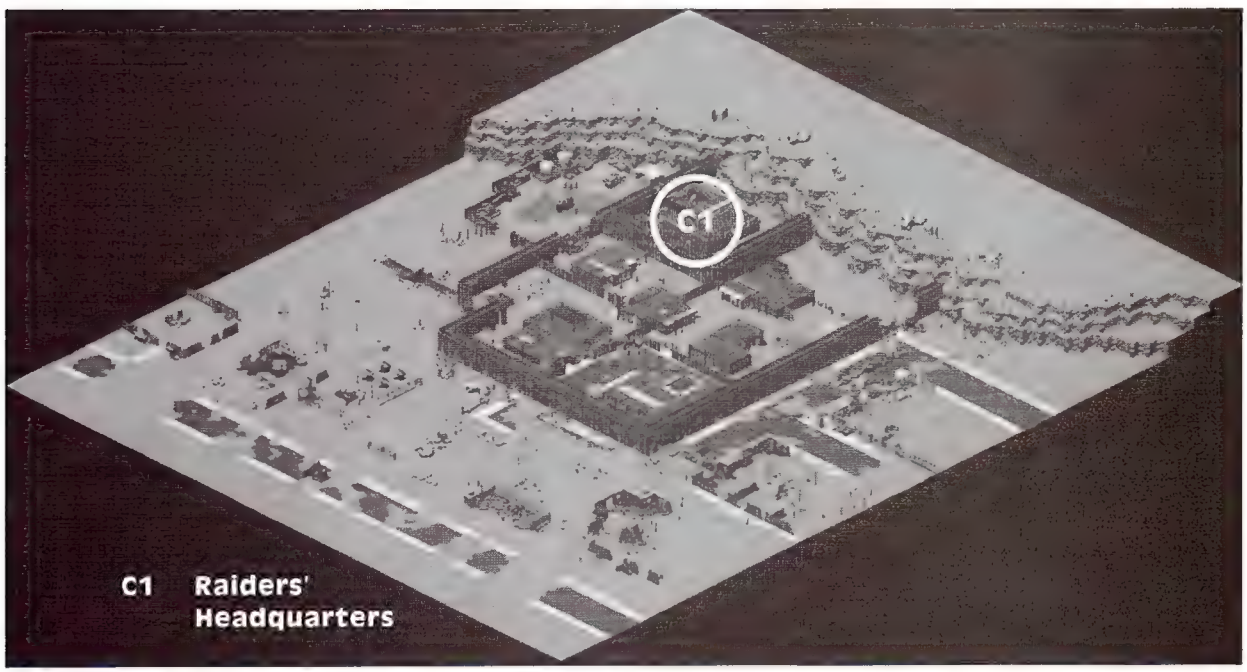



**FIGURE 5.10:** Rock Falls

**Official Mission Objectives:** Kill all Raider leaders and retrieve a mysterious mechanical device. Once this is done, an extra objective will appear; you'll be required to escort a liberated BOS scientist to safety.

**The Situation:** Decidedly a night mission. Following the strategy hinted at in the briefing is not recommended: a smartly executed assault on the gate pays the best dividends. You won't encounter any revolutionary new weaponry, although unarmed combat characters have the chance to pick up a Punch Gun. There are four Raider leaders to kill and prisoners to set free. Most importantly, there are mines, although their presence is confined to a single area.

**The Opposition:** Approximately 50 Raiders lurk in this mission, roughly 20 of whom are armed with AK-47s, a dozen with Scorpios, and the rest with pistols, shotguns, or hunting rifles. You'll also encounter your first grenadier, or grenade-throwing specialist (Bo, the Raider leader).

**Suggested Squad and Equipment:** Consider exchanging some of your squad members for newly available Senior Initiates. Rebecca is a very good choice (Lockpick and Science skills coupled with high Perception); Rage and, finally, Ice are also good choices. Take Kevin if you're fond of hand-to-hand combat. Everyone (except maybe Kevin) should have an AK-47, a hunting rifle, SMG, shotgun, a couple of Stimpaks, and 80 rounds of 7.62mm minimum.

# Mission Walkthrough

You begin the third mission in a ruin situated at the eastern edge of the map. A nearby fridge contains a meal that kills and a bottle of Nuka Cola. The briefing recommends going south and subsequently east to enter the Raider fortress through a gap in the wall. Unfortunately, the Raiders know about this gap, too.

Going south means dealing with a roving, alert patrol, a nasty ambush, and even nastier mines. There's nothing worse than coming under heavy enemy fire in the middle of a minefield, particularly in continuous turn-based mode. Go north instead, keeping to the road running along the edge of the map. On the way, you'll see the front gate and its defenses.

## Storming the Gate

Near the northern edge of the map is a lonely ruin. Inside you'll see a fire and four Raiders swapping jokes and stories.

Sneak your soldiers into firing positions. Put a couple with hunting rifles at the end of the fence on the right, and another two rifles behind the rocks to the left. Place two AK-47s behind the wall fragment in the center. Have the AK-47s step out and switch to Aggressive the moment they stop moving. Enjoy!

Gather up all loot and continue to the gate. You'll see that going in through the fuel dump involves crossing well-lit areas that are certain to come under fire from several directions; the trench there has been prepared for a purpose. Instead, proceed toward the corner of the partially ruined battlements encircling the Raider fortress, using picnic tables, trees, and fragments of iron railings for cover.

Move the Sneak specialists along the defensive wall by the gate, AK-47s set to burst at the ready. Sneak one AK-47 behind the rock/metal sculpture to the left of the gate and place three hunting rifles behind the railings or closer, as their Small Guns skill allows. Emerge with the AK-47 from behind the sculpture, hitting Aggressive at the appropriate moment. Move quickly to neutralize the Raider armed with the AK-47 to the left of the gate (see Figure 5.11); otherwise it's clear sailing.

**FIGURE 5.11:** Sorry pal, but we want the contents of that chest you've got.

The two Raiders far in front may necessitate special care, too. They're armed with a Scorpio and a pistol. Watch out for the southern Raider patrol coming in to help.

Stay on the Aggressive Sentry setting while gathering loot, healing, and redistributing ammo, and while you set up your soldiers in a line right in front of the gate. Give five soldiers hunting rifles. The best shooter you've got should have an AK-47 set to burst. Have someone armed with a hunting rifle open the gate (see Figure 5.12) and watch the fun begin. Undertake emergency action as necessary.

**FIGURE 5.12:** But my Momma told me to always knock first!

## Daisy and Luke

Wait for a while to make sure no more Raiders come rushing out, then move into the building to the right of the gate. The front room has a nice chest and a nicer bookshelf. Daisy (who has a hunting rifle and an important key that's useful later) and two guards (AK-47s) are in the room beyond.

Make sure that your best shooters are sneaking, and use each in turn to snap off a burst while backed against the shadowy far wall of the corridor in front of Daisy's room. To finish off any surviving Raiders, run in with an AK-47 while a couple of troops with hunting rifles provide cover. When all is clear, free Nanuk; the cell door's open, but you have to speak to him.

Across the street from Daisy's is a building that belongs to Luke, the second Raider leader. Sneak into Luke's house with two troops armed with AK-47s, simultaneously placing a couple of soldiers with hunting rifles situated in the doorway. There may be an AK-47 lying hidden by the bookshelf, so be careful. Make sure that the compound around the house is clear of Raiders!

## Dyson and the Robot Arm

From the narrow alleyway running between the street and Luke's house, begin your attack on the house across from the jail proper, where Dyson, the Brotherhood of Steel scientist Scribe, is being held. Liquidate the three Raiders inside the house. Open fire from the doorway of Luke's house and from the window of the house across from the jail.

**TIP**

**Direct one of your soldiers to crouch and sneak inside the house across from the jail. Once he's near the window, he should stand up and crouch again as appropriate, with his AK-47 set to burst.**

After the three Raiders with AK-47s guarding the jail have been killed, sneak your two best shooters into the compound. Open the jail door with the key, which can be found on one of the Raiders in the house across from the jail. Talk to the scientist; you'll automatically get the robot arm. Seize the items laid out on the table in the cell. Before exiting the jail compound, take your best shooter behind the building and head toward the white door in the outer defensive wall (see Figure 5.13). Position this shooter beside the nearby pillar with a hunting rifle and take out at least one of the two guards patrolling along the top of the inner wall surrounding the Raiders' headquarters.

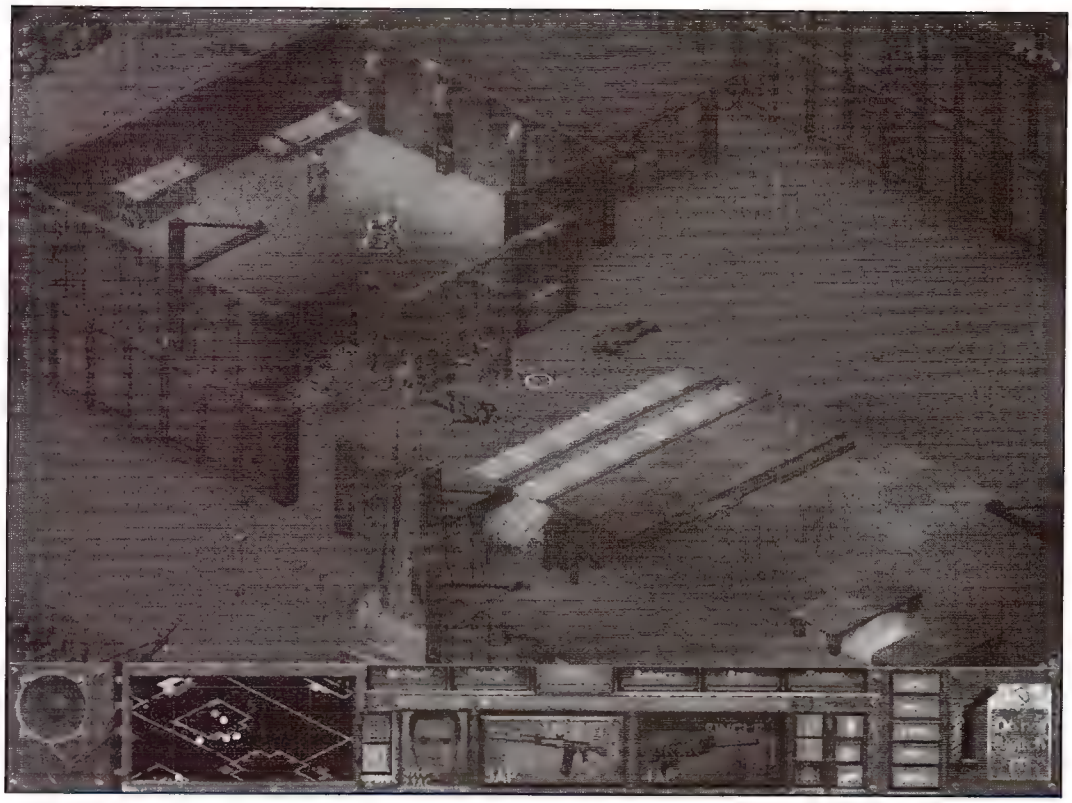
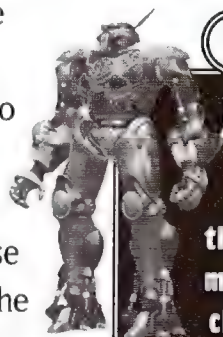


**FIGURE 5.13:** Don't tell the scientist to leave right away, especially if playing in continuous mode! A few Raiders might have assembled near the front gate.

## Storming the Raiders' Headquarters

Reassemble your party in Main Street, among the numerous Raider corpses. Check your ammo, heal, and walk up the street. The house to the left of the entrance into the next compound belongs to Bo the Raider, the third Raider leader. He's very easy to take out, thanks largely to two entrances, numerous windows, and the fact that his back is turned.



**TIP**

**Bo carries over half a dozen grenades, and the chest in his house contains the *Big Book of Science*. You must pick the lock on the chest; no key fits its lock.**

Go to the barn north of Bo's house next. The two frightened brahmin in the barn will run out of its other entrance and possibly detonate a couple of mines for you. There is a patrolling Raider armed with an AK-47 between the gate to the Raiders' headquarters and the barn. After taking him out, move forward with your perceptive soldiers leading the way. You'll see that the approach to the Raiders' headquarters gate is studded with mines. You can detonate them with automatic

fire now, or you can do it later; just make sure that no one gets hurt in the process. Use 9mm ammo to save 7.62mm; single fire doesn't do the trick.

The gate to the Raiders' headquarters is opened by a switch behind a locked door. Daisy's key works here. Your soldiers should be placed clear of the gate wings; they swing out upon opening. You'll see a small compound surrounding a two-story building. The front door to the building is locked, and its lock is extremely difficult to pick; the only sure way in leads through the top floor. Take the staircase on the side of the building to reach the top floor, but watch out for the Raider hidden behind barrels at the top of the staircase, and for any surviving Raiders patrolling along the headquarters wall. Several more Raiders with AK-47s are out on the balcony, but just three with Scorpios are in the room on the top floor. Assemble everyone in this room before going after Jesse, the last Raider leader, in the room below (see Figure 5.14).

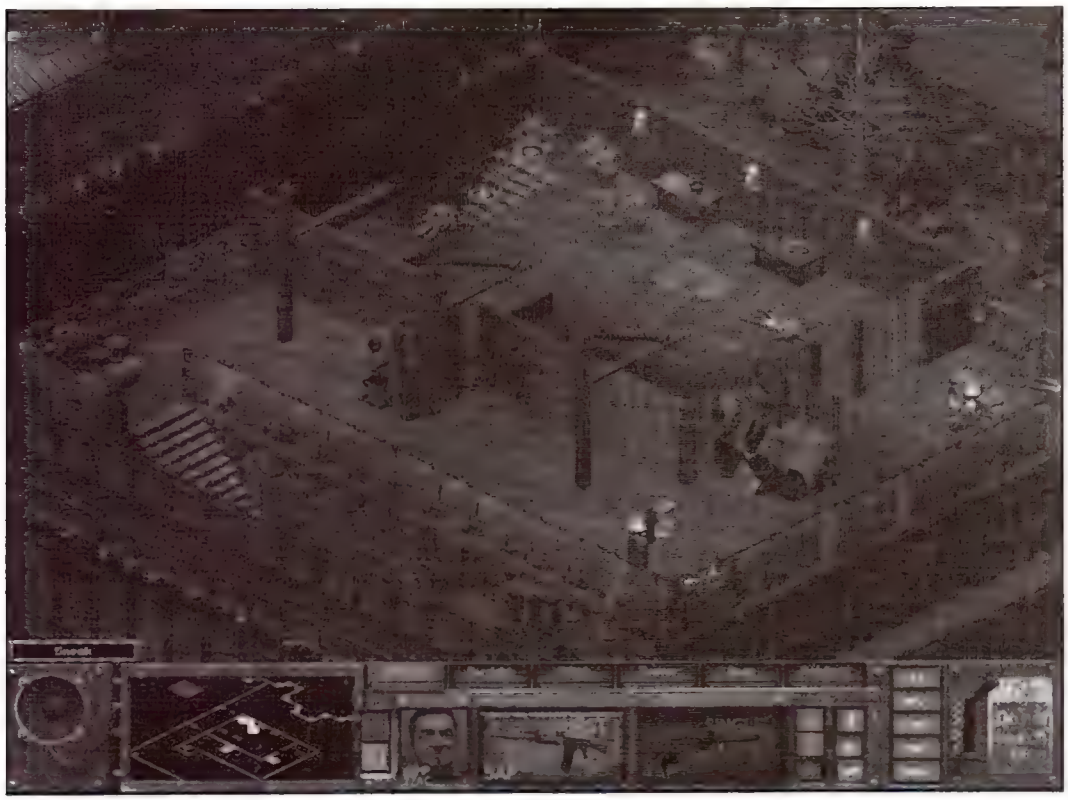


**FIGURE 5.14:** **Enter the Raiders' headquarters through the top floor and you'll have an easy time dealing with Jesse.**

Sneak down the stairs on Defensive Sentry until everyone's arranged just so; Jesse and his two henchmen won't notice. Switch to Aggressive; Jesse mumbles darkly about big trouble coming from the west before he dies. Gather loot, including the contents of Jesse's safe and a nearby bookshelf.

## Mopping Up

There are still numerous Raiders slinking around the area, so don't let your guard down. Send a couple of soldiers up the ladder behind the Raiders' headquarters and another couple to the white door behind the jail with Dyson. Let the soldiers on the battlements stand up as the door is opened (you'll have to pick the lock). Kill the Raiders in the compound surrounding the old fuel depot, but be very careful not to hit the fuel tanks in the center of the compound; the explosion can kill everyone within a very large radius, including your troops. There are gifts in the tent at the back of the fuel dump compound.

Reassemble your party in front of the Raiders' headquarters. Clear the mines with automatic fire if you haven't already done so, and move south through the gap in the wall recommended as the entry point by the briefing. Proceed back to your starting area; on the way you'll likely encounter two sleeping and one patrolling Raider. The rest of the Raiders will probably be standing by the front gate, staring stupidly at the corpses of their comrades. Their backs will be turned to the direction of your approach—enough said.

When you've made sure no Raiders remain alive, speak to Dyson to set him off on his freedom run. Proceed to the exit grid along the eastern edge of the map.

## Mission Postmortem

If this mission is played out flawlessly, you'll be promoted to Squire. Your recruiting options increase by several Squire-rank recruits. Stein is a particularly attractive character, though a singularly ugly man. A Tribal called Target has phenomenal Throwing skill, but compare his Strength to Trevor's before making changes. (For in-depth character descriptions, please refer to Chapter 3.)

General Barnaky will tell you it is time to move to a new base: the Beta bunker. You may run into Raiders on the way there, so be prepared. It might not be a bad idea to exchange squad members and finalize barter while still based at Alpha bunker. Take the opportunity to upgrade at least some characters to Leather Armor Mark II! Your arrival at Beta bunker means meeting Kerr the merchant—he skulks at the back of the Quartermaster's office. He has only drugs and meds for sale, but think twice before buying any. Be sure to stock up on Stimpaks with the Medical Officer, who has better rates than the Quartermaster.

CHAPTER 6

# The Beta Bunker Missions

Your journey to the Brotherhood of Steel Beta Bunker may bring an encounter with Raiders as you pass near Rock Falls. Upon arrival, you'll immediately notice that Beta Bunker's inner décor is somewhat shabby when compared to Alpha Bunker. It is an accurate portent of things to come, unfortunately; the Beta Bunker missions are increasingly difficult. You'll meet many dangerous adversaries in the upcoming adventures, including Ghouls, Beastlords, Deathclaws, and Super Mutants.

The missions based from Beta Bunker begin with your very first briefing. The Macomb mission precedes Preoria on the PIPBoy screen, but you should first tackle Preoria. It's the easier mission of the two, and upon successful completion you'll acquire new weaponry that will give you the winning edge in Macomb.

# MISSION 4 (OR 5): PREORIA

This mission features an unexpected twist, a difficult choice, and many minor surprises—some of which are very pleasant. Your PIPBoy mission map is misleading; the action starts when you descend the stairs marked at area 1 (Figure 6.1). Primitive Preoria sits atop a radiated Vault. If you think Vaults are so named because they contain valuable stuff, you're absolutely right.

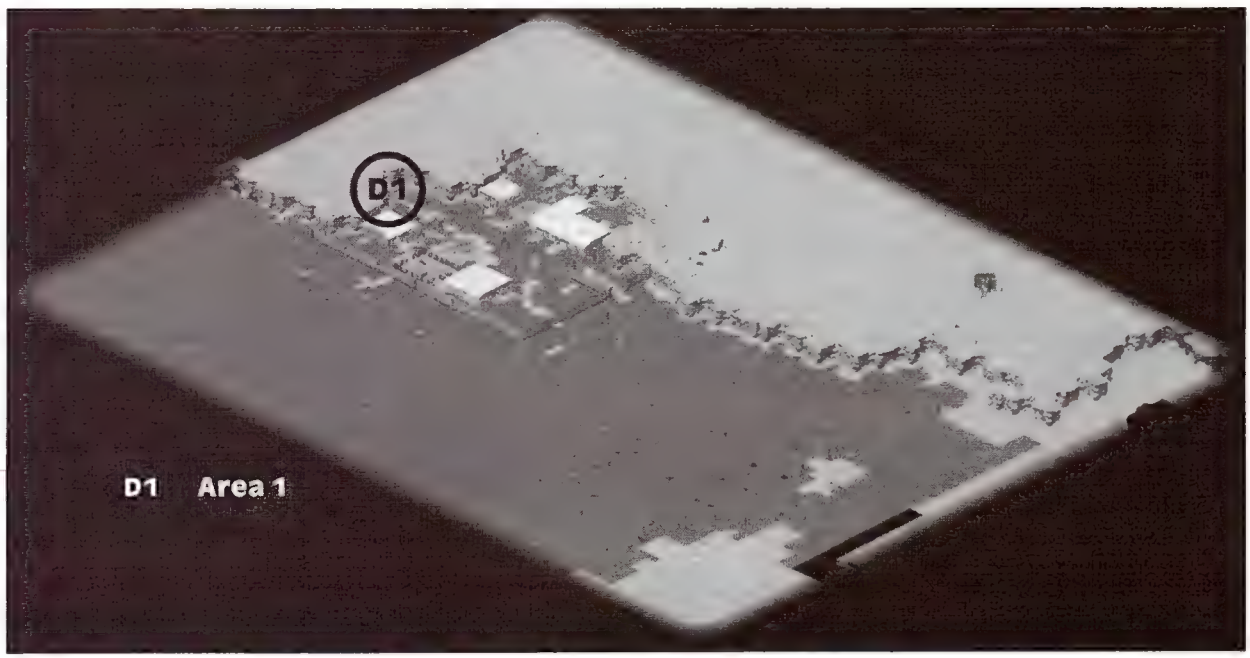



**FIGURE 6.1:** Preoria

**Official Mission Objective:** Retrieve three fusion batteries for the Brotherhood. Unofficial objectives involve the retrieval of all valuable items found.

**The Situation:** Although the villagers are friendly, there's no advantage in spending the night in the vicinity; it's best to arrive in the morning. On the cliff east of the village you'll find a few useful items worth picking up before proceeding underground. You'll be tangling almost exclusively with insects, though laser turrets will put in a guest appearance. You'll find tons of useful drugs (including Psycho, Afterburner gum, Mentats, Rad X, RadAway, and UltraStimpak), as well as some very nice new guns (a couple of M-16s and three M-14s). Save the ammo that comes with the new toys for the upcoming Macomb

mission. Using automatic weapons in the confined spaces of the vault is very likely to result in friendly casualties!

**The Opposition:** A lethargic half-dozen Radscorpions wait on the cliff east of the village, while dozens of their frisky cousins and Cockroaches big and small can be found in the Vault below. You also need to watch out for a dozen malfunctioning laser turrets. Near Preoria you may run into Beastlords, which come with an air force of Mutated Wasps.

**Suggested Squad and Equipment:** Small guns and hand-to-hand specialists are recommended on this particular outing. Take assault rifles in case you have a difficult random encounter (you're nearing Deathclaw territory), but you'll actually need the obligatory hunting rifles and handguns. You should have a couple of S&W revolvers by now as well as three Colt .45s. Take shotguns, but watch out for friendly fire when playing in continuous mode.

# Mission Walkthrough

You begin just outside the municipal fences of Preoria. A ladder in front of your soldiers leads to the cliffs overlooking the village from the east. Go up, shoot any Radscorpions you come across, and collect items (Sappers, a Punch Gun, an H&K submachine gun, Rad X, and Psycho) from dead Tribals and Raiders.

Next, talk to the village chief. He'll tell you to help yourself to any batteries you can find. You can gamble and/or barter with the chief; he has a Voodoo and ring pulls. Make sure that you go into the chief's house and take the contents of his chest. Walk through the building and speak to Dhal the shaman, who's standing by the well. He'll inform you of the radiation danger below, and hand over some Rad X. Persist, and you can barter for Voodoo.

**WARNING**

**Take it easy with drugs in *Fallout Tactics*. Taking two drugs consecutively may result in an overdose, and an inconvenient loss of consciousness. Be *extremely* careful when combining powerful drugs (for example, Psycho and Mentats).**

## The Cockroaches of Preoria

It's now time to descend into the Vault. On the way to the stairs you'll see three inactive laser turrets; you'll run into more below. A Radscorpion lurks behind the staircase, so send your top two commandos to neutralize it. Don't send down more than three soldiers! They'll promptly shoot each other as several Cockroaches rush onto the scene.

Assemble your team downstairs when the surroundings are clear of Cockroaches. Form two teams of three soldiers or three teams of two and clear the rooms of mutated insects. Remember that big Cockroaches spit poison. If you'd rather keep the squad together, arrange a firing line with handguns and hunting rifles, then use one soldier to run into rooms and draw out the assembled bugs.

**TIP**

**Zoom out the mini-map until the whole underground complex becomes visible. You'll see that it consists of three blocks of rooms linked by narrow corridors. One sought-after battery is in each block.**

Clear the rooms of their inhabitants and examine every crate, ice box, fridge, and locker you come across. Proceed along the western edge of the first block until you reach a fridge/bookshelf combo in the corner room. In addition to other goodies, you'll find a yellow pass key here that will open a couple of important doors.

Moving east along the northern corridor brings more pleasant surprises... along with unpleasant ones such as a swarm of Cockroaches! Always keep two good shooters covering the runner concentrating on opening doors and drawing room occupants into his friends' field of fire. You may want to adjust the game options to "Always Run" for this particular mission.

Eventually, you'll see an imposing office complete with maps, flag, and armchair. There are a few big Cockroaches to be dealt with before you can gain access. Don't get careless. A yellow door (use the yellow pass key) leads to a treasure trove featuring several lockers and a safe containing a very nice gun, ammo, drugs and meds, and the first of the fusion batteries. A desk in the neighboring room contains *The Zen Guide to Piloting* (improves the Pilot skill).

## Meeting the Laser Turrets

Head south further into the Vault. You'll enter a room containing a power switch. Flipping it will open doors leading to the two southern blocks of the Vault; it will also activate a voice message informing you of a malfunction in the facility's defense system. The malfunction causes the laser turrets to bob up and down at fairly regular intervals. When you enter the long room south of the first power switch (see Figure 6.2), you'll hear another message advising you to have a nice day while the defense system activates. Run like hell. Don't stop to pick up the meds on the scattered corpses; you'll do that later.

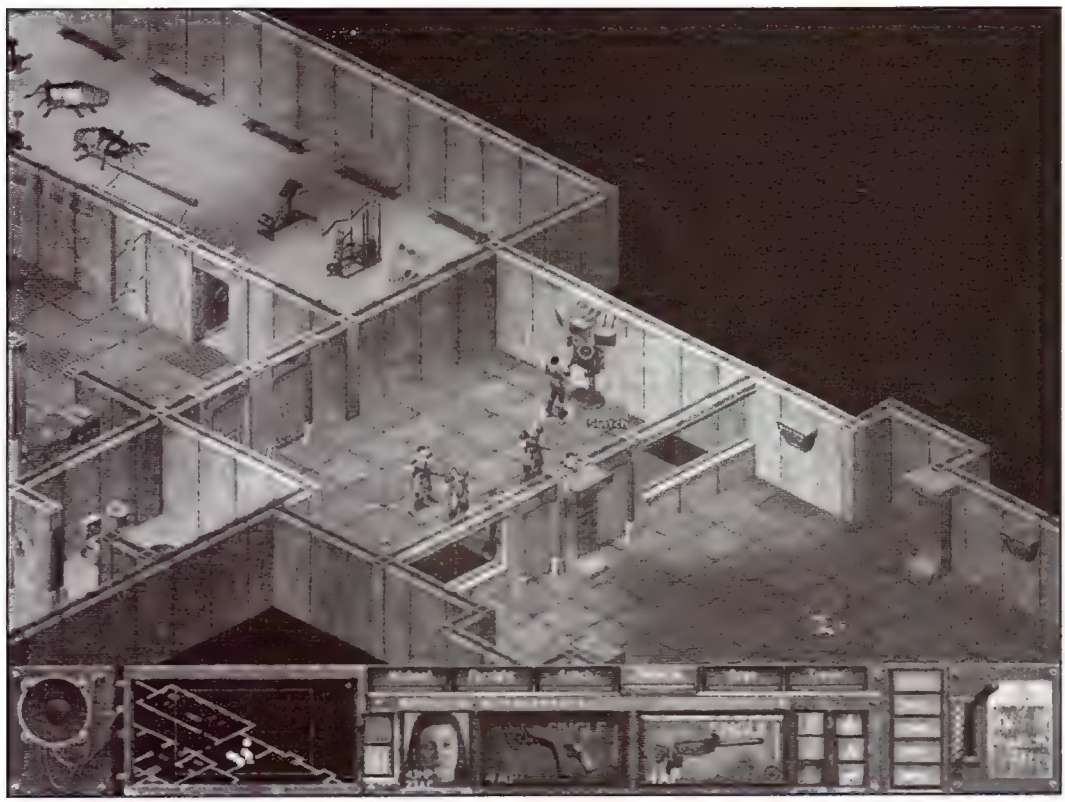


**FIGURE 6.2: The first of the Vault's all-important power switches.**

End your run behind the wall at the back of the two laser turrets. A combination of Radscorpions and another laser turret guard the corridor leading further into the Vault. You'll see a second power switch west of your soldiers. This deactivates the underground turrets while activating the ones above ground in the village. You can't get to it until you find and flip a third power switch, however.

To do so, run into the rooms across the corridor; if you scroll around the map, you'll see that going through this chain of rooms will lead to the needed power switch guarded by a turret. You'll pass through a heavily radiated area on the way, so make sure that the troops you send (a minimum of two fast soldiers) take RadX. Several Radscorpions must be slain before passing through a room featuring a blue locker. The second fusion battery can be found here.

**NOTE**

**Examine every container you come across. Even working tables and flat-topped desks contain nice surprises in this mission.**

You'll eventually arrive at the doorway to a large room. It features several Radscorpions and Cockroaches, as well as a laser turret and the door leading to the third power switch. Watch the turret to get the hang of the rhythm in which it rises and withdraws, and run in at the right moment to throw the switch (see Figure 6.3).

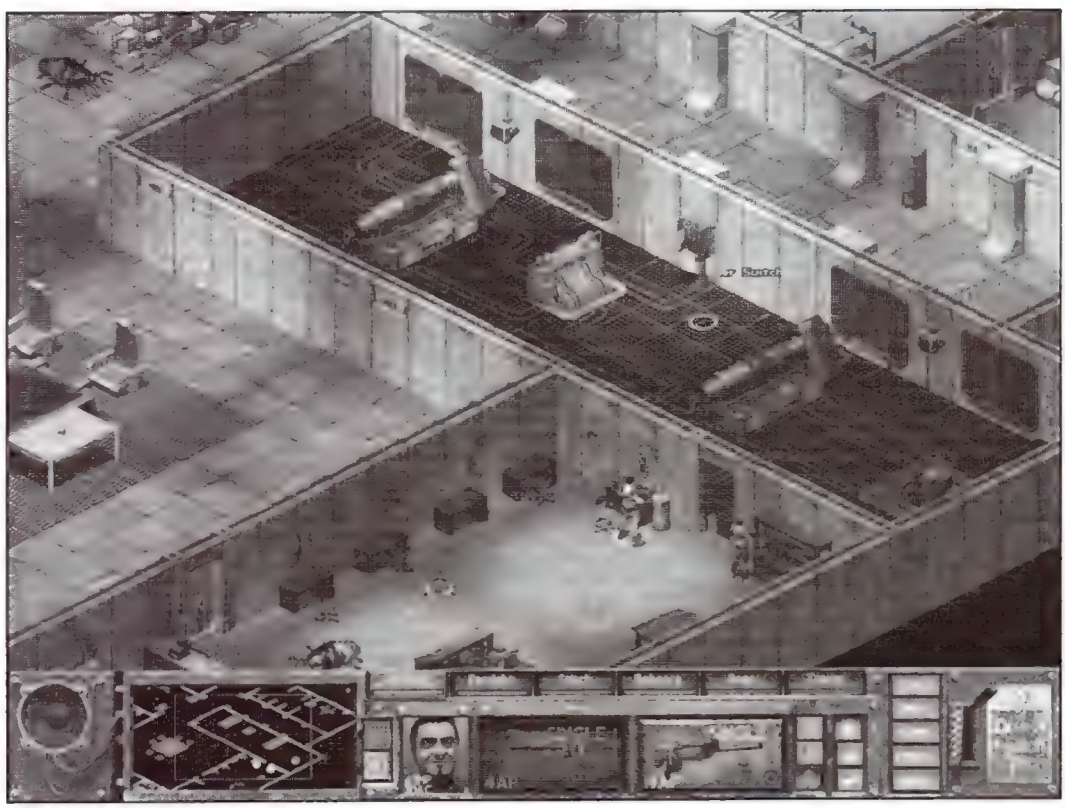


**FIGURE 6.3: The second of the all-important power switches (in order of activation).**

Immediately crouch down behind the big magnet and send another soldier to the last power switch (left of the initial laser turrets).

## A Soldier's Choice

The doors leading to the last switch will now be open. At this point, you have a difficult choice:

- You can flip the last power switch, neutralizing the Vault's underground turrets. Turrets in the village will start firing on the villagers, and won't stop until you flip the same switch back.
- You can flip the last power switch only for the instant necessary to access the southwestern block. Passage through the Vault will be very difficult. In addition to the turrets, there are still many attacking insects. With this choice, the villagers stay safe; if anyone dies, it's you.

Considering your shameful treatment by the chief, it's excusable to enable the surface turrets and plunder the Vault without annoyance. Of the two southern blocks of rooms, the western one is a restricted area with a pair of turrets that will fire on you. Beyond this you'll find plenty of Cockroaches and an assortment of presents, including an M-16 and three M-14s, all with ammo. Exploring the southwestern block will bring you to a room lit by an eerie greenish light. There are nasty bugs inside, but there's also a blue locker where you'll find the last fusion battery (see Figure 6.4).

The southeastern block also contains numerous lockers, within which you'll find another M-16, a Casull revolver, drugs, meds, a Doctor's Bag, and two unique varieties of Nuka Cola (one makes a Special Encounter even more special). These last items are found in an office with a computer terminal.

**TIP**

**The Preoria Vault abounds in books, including two copies of *Maddock's Tricks and Traps*. One is in a booby-trapped desk in the southwestern block (no yellow door or pass key required).**

Proceed along the eastern edge of the block to another yellow door (pass key time again). The desk behind this door is booby-trapped (gas). A good Traps specialist is a must here. The desk does contain a very nice item, however.

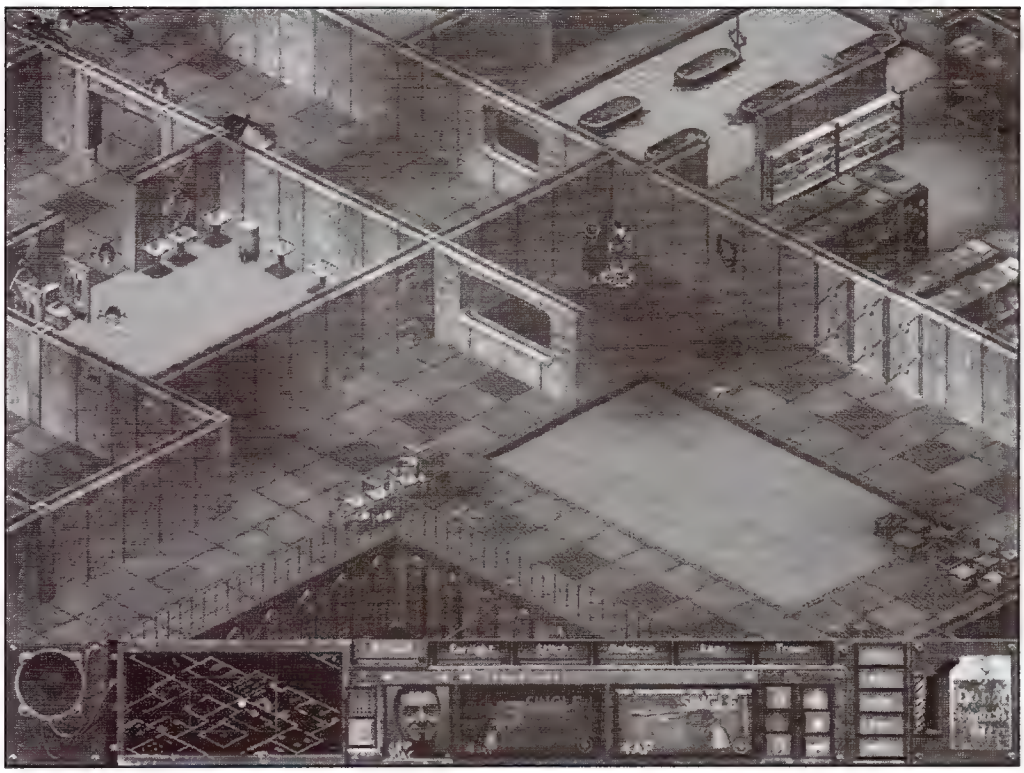


**FIGURE 6.4: The home of the third (and final!) fusion battery.**

To exit, send five soldiers into the first, safe block of rooms. The last, fastest soldier should stay by the power switch that turns the turrets off and on. You may want to make this character take Psycho; flip the switch, and then run like the wind. Wounds are probable, death highly unlikely. Grab the goodies you missed earlier on the way back to the surface.

Upon emerging in the sunshine, don't forget to search the corpses of villagers killed by the turrets. Ring pulls and several Voodoos can be scavenged. If you talk to the chief again, you'll find that he doesn't bear you ill will for the laser show. Dhal the shaman will even treat you to a prophecy.

## Mission Postmortem

This mission is a milestone in the development of your squad. While promotion may be elusive, the equipment you carry away from Preoria will give you an advantage in the Macomb mission.

No new recruits become available in the Beta Bunker if Preoria is played as the fourth mission in your campaign. Your character should have passed level 4; if a few points short, consider looking for a few random encounters before tackling Macomb. It's best to stay north of Beta Bunker when exploring.

# MISSION 5 (OR 4): MACOMB

This mission involves getting a vehicle from one end of the town of Macomb (Figure 6.5) to the other after a down-and-dirty streetfight. You'll be forced into several face-to-face confrontations, including a couple with enemies wielding rocket launchers. During this mission the market on AK-47s will crash, sending the already meager Brotherhood of Steel purchase prices through the floor.

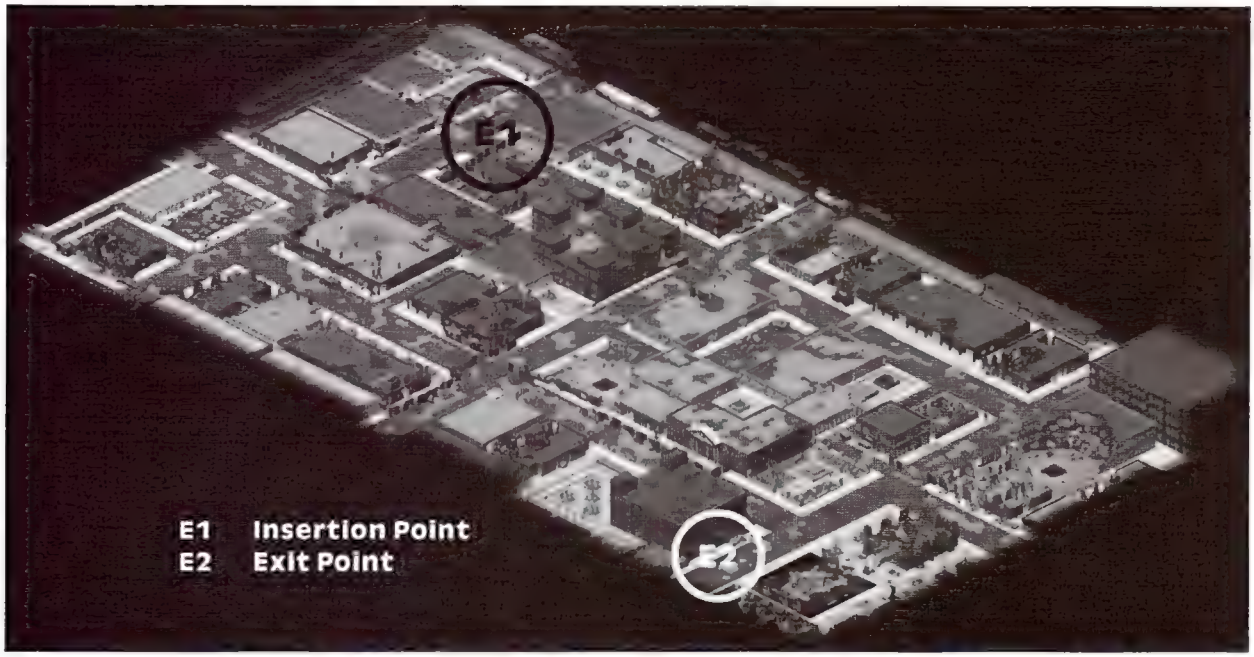



**FIGURE 6.5:** Macomb

**Official Mission Objective:** Here you'll meet up with the survivor of a Brotherhood convoy (this takes place automatically at the beginning of the mission). Your squad will then drive a Hummer through Macomb, which means finding passage through five closed gates, barricades, and dozens of attacking Raiders.

**The Situation:** The key to success lies in parking the Hummer in a safe place and then knocking out all the Raiders on rooftops. Once you can move through the streets unhindered, successive groups of Raiders hiding in ruins and buildings won't present a great problem. Take the Hummer out again for a final, triumphant spin through the bloodstained streets.

**The Opposition:** Hordes of Raiders, armed with AK-47s, Scorpios, and two rocket launchers are your foes in Macomb. You'll also be confronted by two

packs of unfriendly dogs and two bands of half-crazed civilians carrying weapons such as rocks and darts.

**Suggested Squad and Equipment:** You don't need a Pilot to take the Hummer for a drive. Consider recruiting Stein for this mission even if you haven't lost a squad member yet. Although their ammo is expensive and limited, the two M-16s and three M-14s scavenged from the Preoria Vault will give you an edge on the Raiders. Be sure to also take along AK-47s, which are better at shorter ranges. Hunting rifles continue to be obligatory. You needn't bother with shotguns, pistols, or any melee weapons.

# Mission Walkthrough

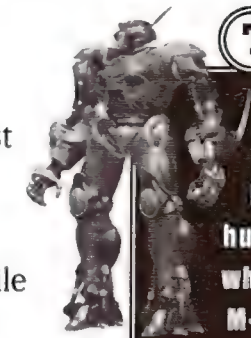
You begin in the northeastern corner of the battlefield, near a gas station, the famous Hummer, and a lone Brotherhood soldier who delivers a short speech before running away. Immediately park the Hummer in the gas station's garage.

Move your troops out of sight, set them to crouch and sneak, and then proceed along the sides of the street, locating rooftop Raiders. The closest one with a hunting rifle should be your first target. This will draw the attention of his friends, so be prepared for a firefight. Make sure that no Raiders remain in firing range before proceeding to the first of the Macomb gates (see Figure 6.6).

The switch opening this gate is located in an adjoining building on the north side of the street. Whether you open it or not, send a good team westward along the gate and to the back entrance of the huge Bowlarama building.

## The Battle of Bowlarama

Take the remainder of your squad through the other door of the first power switch building and sneak west along the northern edge of the map. You'll see a parking lot and a civilian lying on the pavement; it will be a while before you spot the dogs around the body. Stay well clear while moving westward, taking note of the Raider positions on the Bowlarama roof as well as on the roofs of the houses lining the western edge of the map.



**TIP**

**Although you should initiate hostilities using M-16s and M-14s, switch to hunting rifles and/or AK-47s whenever appropriate. The M-16s in particular eat up ammo quickly, and it's very expensive to replace! Use the American assault rifles only when you need an effective long-range weapon.**

**FIGURE 6.6:** Macomb's first gate. You can snipe at the Raiders inside Bowlarama from the building on the left; the gate switch is in the building to the right.

It's now time to turn your attention to your Bowlarama team—the two soldiers by the back entrance. Use them to take out the few, lightly armed Raiders in the Bowlarama building. When you've polished them off, collect loot from inside, including the explosives stashed in the ice box.

Move the Bowlarama troops to the building's street entrance; you want them under cover, but ready to move out and shoot a rooftop Raider in the back. The rest of your squad should take up ambush positions around the northern end of the parking lot. Edge forward for a glimpse of the dogs around the dead civilian. Take a long shot at the dogs as soon as you see one and they'll all come running into an ambush. You don't want the Raiders across the street getting involved at this stage.

After disposing of the dogs, order a sneak specialist to retrieve the meds and drugs from the dead civilian. Then proceed west to the edge of the map before turning south. Creep among the houses along the southern edge of the map until you spot a ladder, then send a good sneaker/shooter with an AK-47 on a little climb. He or she will emerge right behind the Raiders on the rooftops, just out of firing range of the Bowlarama rooftop ensemble. Get one Raider and lie down. Send up

another sneak if necessary to get the neighboring rooftop Raider, and then send up the rest of your team. Switch to long-range American assault and hunting rifles to target the Bowlarama rooftop clowns, popping out the team inside the Bowlarama to shoot them up from below as appropriate.

Proceed south over the rooftops and along the Bowlarama side of the street. Stay on your toes! You'll run into at least one solitary Raider, who will be babbling about trading a key in exchange for food. Since the key in question was located in a chest on the very first rooftop you climbed, shoot the talkative Raider. Then use this key to open the door to the switch that opens the second Macomb gate.

## Getting Your First Rocket Launcher

Don't open the second gate right away. Arrange everyone in a nice firing line with powerful American weapons, and then order the weakest, American rifle-less soldier to flip the switch and open the gate.

If a Raider is still surviving behind the sandbags, move your chosen executioner along the gate and fence on the east side of the street (see Figure 6.7). Beware of the sandbagged building on the west side, where a Raider loaded with grenades is hidden. Move your team while keeping the building covered, then sneak a soldier around to the side entrance to shoot the grenadier in the back. Collect the toys from their corpses, including a rocket launcher that will come in very handy.

Proceeding south will take you as far as Macomb's Municipal Library. Move on to the third gate and open it (the switch is to one side). With great care, head east past the ruined house on the north side that contains heavily armed Raiders. Take them out before continuing east.

**WARNING**

**Macomb civilians are extremely rude and unpleasant, so you should feel no qualms about shooting them right away. A lot of interesting drugs can usually be retrieved from their bodies, too.**

Next, wipe out the Raiders infesting Macomb's Hall of Justice (the big building near the fourth gate). The switch to this gate is located on a balcony accessed through the Hall of Justice building. You can get there after eliminating the three Raiders with Scorpios who wait at the building entrance. Once you sneak a soldier upstairs, send another into the judge's chambers on the left side of the building so you can shoot to bits the three Raiders standing in the courtroom and collect their AK-47s.

**FIGURE 6.7:** Macomb's second and third gates. Note the execution squad equipped with American assault rifles.

## The Mines of Macomb

When you've cleared out the Hall of Justice, head through the fourth gate. Turn south and you'll find a field of mines. Don't head in that direction right away, though. Instead, tackle the Raiders hidden in the ruin to the northeast. The rooftop of the building behind the ruin features more Raiders who need to be killed before you proceed on the route south.

Line up your squad across the road and move into the minefield in a series of individual short hops. Your point soldier should be the most perceptive shooter, carrying an M-16 and an SMG for detonating mines. Stick to the middle of the road; the ruins neighboring the fenced-in empty lot (eastern side) contain a couple of Raider grenadiers who carry a dozen grenades apiece.

Clear the deadly spread of mines and you'll come to the Bates Motel. Raiders will swarm out onto the motel rooftop as you approach. You'll see a pack of dogs at the far end of the street. Take a long shot in their direction to bring them running

into the range of a couple of AK-47s. Also, don't forget to clear all Raider presence from the buildings along the eastern side of the street.

You have just one more battle to fight. Proceed along the edge of the map and turn west to approach the fifth (and last) gate. There are Raiders in the ruins near the gate and in the building on the north side of the street running west. Climb the staircase in a partially ruined house for a view of the second rocket launcher-equipped Raider, perched on a nearby balcony (see Figure 6.8).

Move on while watching out for crazed Macomb citizens. Cling to the southern edge of the map as you approach the gate. After the short firefight that will ensue, continue west to gain control of that side of the street. While doing that, you'll probably eliminate most of the Raiders on ground level.

You still need to eliminate the Raider with the rocket launcher. If you sneak up to the balcony, chances are that the deadly weapon will be facing away from the ladder. Make sure of a quick kill.

Walk back to the Hummer, keeping an eye out for any Raiders you might have missed. Then take the Hummer out of storage for a victory parade.

**FIGURE 6.8: The rocket launcher operator crouched above the exit point. Take him out before going for a drive.**

## Mission Postmortem

You'll be promoted to Senior Squire upon faultless execution of this mission, with three Senior Squires appearing as recruitment choices. You'll have lots of loot, but don't expect to make money. The quantities of weapons brought in by you will cut prices; at the same time, you'll have to shell out for ammo for the M-14s and M-16s, plus for three suits of Leather Armor Mark II. The single available Metal Armor Mark I doesn't offer significant advantages over leather; however, it's a good choice when tackling Preoria's laser turrets after playing Macomb first (not recommended). The BOS Quartermaster might not have any ammo for your new rocket launchers.

Your loot includes lots of grenades, including acid and stun varieties. Save the last kind for the upcoming mission; it involves rescuing several hostages. The Hummer you rescued from Macomb is now at your disposal!

# MISSION 6: QUINCY

You're about to meet both Ghouls and Deathclaws for the very first time. You'll also fight Beastlords, creatures that you might have met during an earlier random encounter. If so, be warned that the Quincy Beastlords (see Figure 6.9) have better weapons (and Deathclaw allies). Keep in mind that this mission is primarily about rescuing hostages, not killing all of the opposition. If you start a loud rumble right away, the mission—and your campaign to date—will end in failure.

**Official Mission Objective:** Rescue Hilary Eastwood, Quincy's mayor. Subsequently, rescue her daughter Evita. Following that, save Quincy from oblivion by killing the Beastlords threatening to blow up the town's power generators; then rescue Felix Stiles, Quincy's war hero and the mayor's lover. Finally, defend Quincy's Ghouls, ensuring that a Ghoul named Elliot survives, and rescue Elliot's brother Gorgi. Oh, and kill all the Beastlords, Deathclaws, and Wolves.

**The Situation:** This mission requires both brains and brawn. You have to be cautious at all times. Starting a loud fight before the mayor is rescued means total failure, while starting a loud fight at an inappropriate moment later on means partial failure. You'll find a Neostead Combat Shotgun and encounter

several new weapons, including the M-1 Garand, MP 38, Sten gun, and Desert Eagle pistol.

**The Opposition:** Your adversaries here include about 40 Beastlords, accompanied by around a dozen Deathclaws (two thirds of which are baby Deathclaws) and a dozen tough wolves (more than 40 hit points each). The Beastlords are not heavily armed (many have only hunting rifles and Festering Spears), but their Deathclaw allies are fast, tough, and lethal. Each baby Deathclaw has around 160 hit points, while adults come packing around 100 more, making them tougher than your Hummer vehicle!

**Suggested Squad and Equipment:** At least two squad members need to have excellent Sneak, Small Gun, and Melee Weapons skills. A minimum of one more should have a good Traps skill of 75% or higher. Take along all of the American assault rifles you have (probably five), as well as AK-47s for everyone taking part in this mission. Carry at least 100 rounds for each American weapon and another 100 rounds per AK-47. Flash Grenades scavenged in the Preoria mission will come in handy here. Equip melee specialists with good weapons such as the Micro-Sledge (found in Preoria).

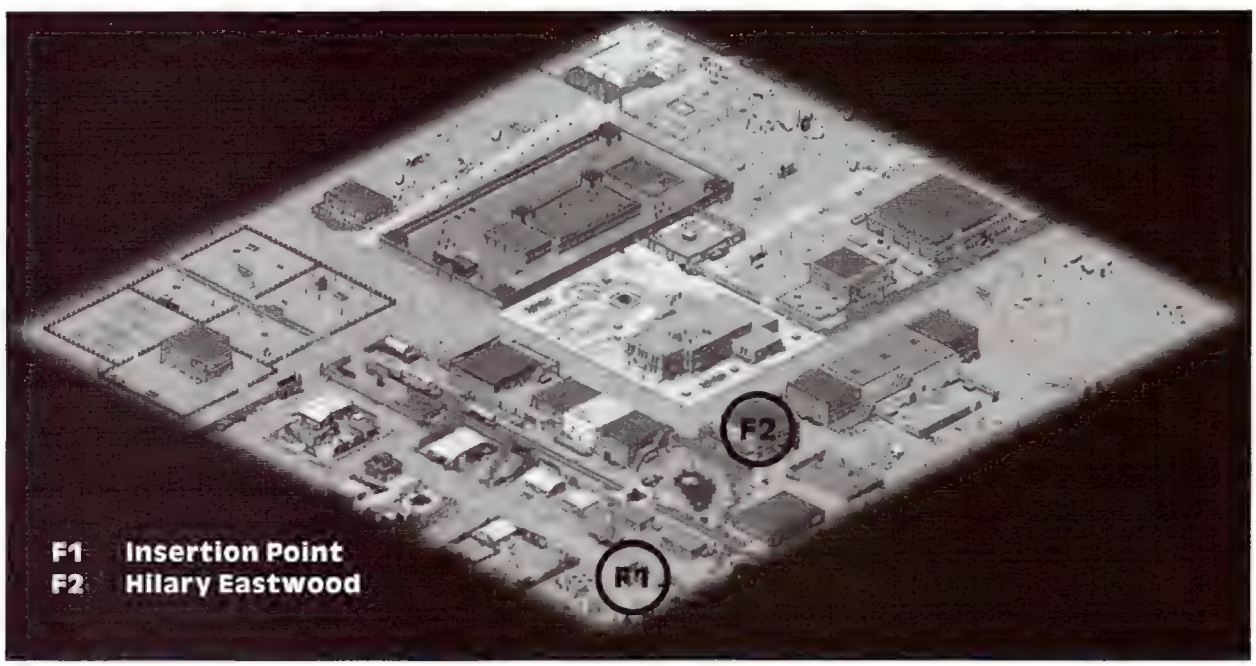



**FIGURE 6.9:** Quincy

# Mission Walkthrough

This is definitely a night mission, so make sure that you begin around 10 in the evening in order to complete your goals by dawn. It starts with your squad in the southwestern corner of the town. One of Quincy's residents, Arlene Thurling, will kick things off by telling you the approximate whereabouts of Mayor Hilary Eastwood. Sneak east, collecting the S&W revolver with JHP ammo from the schoolhouse you pass through along the way. Continue through a partly fenced-in playground and approach the building in which Hilary is being held. This distinctive structure has three floors and can be easily identified by the town siren in a rooftop enclosure. It also has a couple of handy ladders that will let you enter through the second floor without going near the front entrance.

**WARNING**

**Set all squad members on Defensive or No Sentry before entering the building where Mayor Eastwood is being imprisoned. You must rescue the mayor and disable the town siren before starting any firefights. Stealth is a necessity!**

## Rescuing Hilary and Evita

There are two Beastlords patrolling the southern side of the building. Your two sneak specialists can easily climb the ladders to the roof without being noticed if you time the move right. Get them up and inside the building one by one, then down the ladder to the second floor balcony. Attack the Beastlord commander inside the room that adjoins the balcony with one soldier (melee weapon!) while the other breaks the alarm in the same room. Don't let the enemy commander near the alarm until it's broken!

Rush the two soldiers to the door of the next room and open it with the key found on the enemy commander. Two more Beastlords may be there, trying to kill Hilary; kill them before they succeed. Talk to Hilary repeatedly to get all the info she has (see Figure 6.10); then get the key to the town siren from her, and climb back onto the roof. The lock on the door to the siren cannot be picked; you need that key. Once you get inside the siren enclosure, flip the switch next to the siren to disable it.

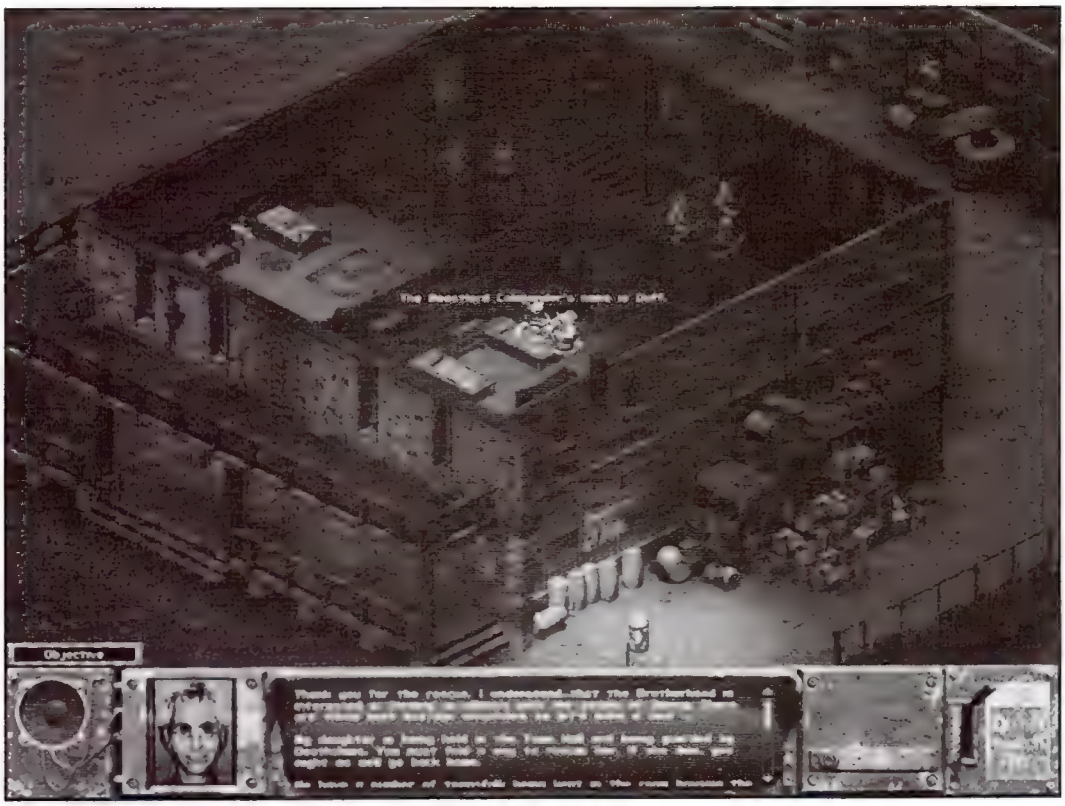


**FIGURE 6.10: Rescuing Quincy's mayor is only the first of many tasks awaiting you.**

You'll soon learn from Hilary that the safety of her daughter, Evita, is as important as her own. Evita is held hostage in Quincy's town hall, north of the building you're presently in. The town hall has a large seal displayed over its front entrance, along with another convenient ladder propped on its the southern side. At this point you can use firearms without jeopardizing the success of the mission, but it's still better to use stealth and melee weapons.

The south side entrance to the town hall is through a door with a lock that can be picked, but don't try it at this stage. Climb the ladder instead and work your way through the top floor, eliminating any Beastlords you meet. When this task is complete, move down the stairs with your soldiers on Defensive or No Sentry. The only path to freeing Evita leads through a big room whose occupants include two Beastlords and an adult Deathclaw; there's also a Beastlord with a cattle prod guarding the front entrance. Picking the lock on the side entrance and opening that door when the action starts is an option now. Coordinate attacks from both doorways to kill all enemies quickly.

**NOTE**

**As in other missions, all desks, shelves, and cabinets should be diligently searched. You'll find First Aid Kits and meds that are essential for mission success.**

There are more Beastlords sleeping heavily in a room in the eastern part of the town hall. Kill them, as well as the Beastlords on the building's balconies. You'll eventually come to a ladder leading to a tunnel that Hilary told you about earlier. This tunnel leads to the barracks where Felix Stiles, Hilary's lover, is a hostage. Rescuing him and saving Quincy's generators are the next tasks.

## Felix and the Generators

It's more convenient to take care of the generators first. So ignore the tunnel for now and retrace your route. Leave the town hall and head southeast until you spot a large, concrete building just past the structure where Hillary was being held captive.

Enter the building by climbing the big iron staircase found on its southern side. When you're inside, collect the contents of a locker before heading down the internal stairs. Keep your squad quiet and hidden in the small downstairs hallway that contains a switch while you size up the big room outside (see Figure 6.11). Although poor line of sight means that you can't see the Beastlords guarding the two generators, you can see the sandbag barriers—and sandbag barriers always come with guards attached! The Beastlord commander who has the remote control for blowing up the generators patrols the room, so keep your squad clear of the entrance.

When you've seen enough, flip the switch in the little hallway to turn off the lights in the room, and set your squad to Aggressive. Players will invent different variations of securing the generator room. One good variation involves rushing a couple of soldiers to each of the sandbag barriers, sending another to attack the patrolling commander, and having your Traps expert immediately begin disarming the booby-traps by the generators.

**WARNING**

**If the enemy commander activates the explosives, a time counter will appear in the corner of your screen. You now have 60 seconds to disarm both traps! Success is possible within 40 seconds if your Traps expert is skilled enough (75%+).**

**FIGURE 6.11: Save the game before trying to save the town's generators. Tough luck, Tough Guy.**

It's now time to rescue Felix. Go back to the town hall and find the ladder leading down. Then use it to descend into the tunnel connecting the town hall with the barracks. Beware of two Beastlords hidden near the body of a dead civilian. A crate near the tunnel's end contains another useful First Aid Kit.

Climb out of the tunnel on Defensive or No Sentry. You'll immediately take notice of three jail cells and a patrolling Beastlord. Take it out and make your way toward the cells. You'll see a door leading outside and another enemy guard can be seen near the cells. Be careful how you take him out. Don't venture outside; there are baby Deathclaws and more Beastlords there, and engaging them now could mean the death of Felix.

Instead, collect the Neostead Combat Shotgun from a chest in one of the cells and climb the stairs to the roof of the building. Stay hidden in the staircase enclosure until your whole squad is there, then rush out, spreading left and right to take out the Beastlords on the barracks roof. The Beastlord commander, who makes a little speech at this point, has Felix Stiles right beside him. After the commander's

speech, make sure that you take out the two Beastlords behind a sandbag barrier on the roof's southern side quickly. They'll immediately open fire on Felix. He isn't a pushover—he actually produces an AK-47 and joins in the gunplay!—but you still must protect him at all costs. Don't forget about the enemy guards atop the watchtowers in the corners!

Accomplishing the above and killing all remaining enemies means that Quincy will joyfully join in an alliance with the Brotherhood of Steel. Accomplishing a little bit more means that Ghouls will volunteer as recruits and you'll be able to take one along on future missions. Read on to see what needs to be done to add the Ghouls as allies.

## Elliot, Gorgi, and the Ghouls

Begin the final stages of the mission by clearing enemies from the eastern part of Quincy. There's a brothel in the extreme east that has five Beastlords; taking them out while preserving the lives of the prostitutes boosts your Reputation. There are other Beastlords and baby Deathclaws in the vicinity of the building where the mayor was held captive and the town hall. Eliminate them using the procedures detailed in Chapter 3. Leave the church in the northeastern corner of the town (marked on the PIPBoy mission map) housing two adult Deathclaws and a nice chest for dessert.

Proceed west along the northern edge of the map toward the farm (marked on the PIPBoy mission map). The farm features many adult and baby Deathclaws, wolves, and Beastlords. It also boasts a Ghoul gleefully insulting his guards (make sure you don't kill him!). Set up a firing line across the road you were following and provoke the enemy into an attack. The Deathclaws will be mowed down by all the automatic weaponry at your disposal (you'll have gained an extra M-14 in the town hall/barracks tunnel).

**NOTE**

**You can also play the Ghoul part of the mission earlier, by moving to clear the west side of the town first instead of east. If so, be warned that defending against the attack from the farm could be harder to handle than when following the strategy in this guide.**

Gunplay begins near the building south of the farm; rush there to help the Ghouls fend off an attack by part of the enemy force located here. Make sure that a Ghoul named Elliot survives, as he'll

ask you to rescue his brother Gorgi from the now-empty farm. Go inside and talk to Gorgi and collect all loot from the farmhouse. Elliot will now tell you that the Ghouls are going to volunteer for the Brotherhood (see Figure 6.12). Following that, proceed south to the town's railway station, where a big Deathclaw and a few Beastlords need to be dealt with. Do so with continued use of the firing line tactic.

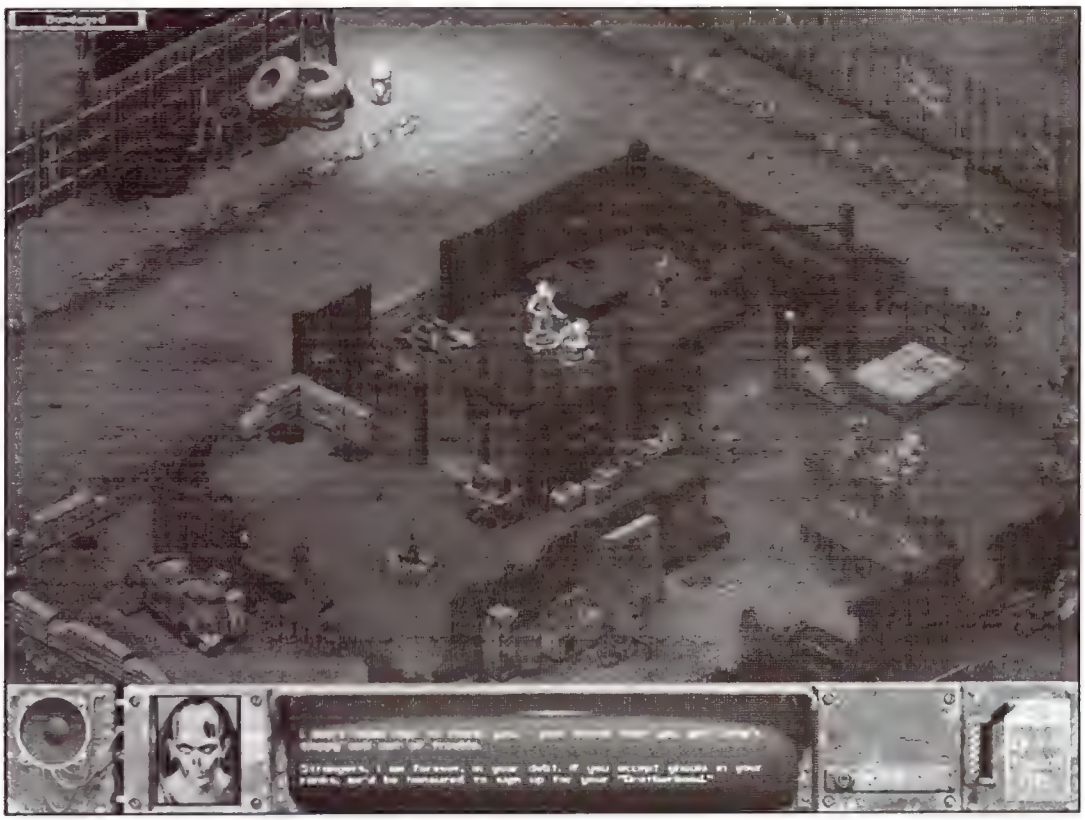


**FIGURE 6.12: New Ghoul recruits—but is General Barnaky going to be pleased?**

Complete the mission by walking through the town to make sure that it's completely clear of enemies and that you've collected all the loot. Then talk to Hilary and listen to her sing your praises. Go back to the exit grid/starting area and receive more praise from Arlene before exiting Quincy.

## Mission Postmortem

Total success will reward you with promotion to Junior Knight and a new face among the recruits at the Brotherhood bunker: a Senior Squire Ghoul named Billy Bob boasting Small Guns and Hand-to-Hand Combat skills. You'll have plenty of

weapons by this point, but probably little ammo for the M-14s, so don't get rid of the AK-47s just yet. The new submachine guns captured (the Sten and Schmeisser) mainly have curiosity value. Your new M-1 Garand is better than the hunting rifle, though. Ammo supply and prices will likely begin to pinch at this time, so be cautious with weapon use from this point on.

You'll also have found a single Metal Armor Mark II in Quincy. Think twice before wearing it, as well as before purchasing any of the metal armor suits that become available from the Brotherhood Quartermasters. As both varieties cut the wearer's Sneak skill by 25%, metal armor is only a good proposition if a character can afford to lose that much skill and remain stealthy.

# MISSION 7: MARDIN

Time for a big showdown with the Beastlords! Don't let this scare you; it's going to be easier than you think. During this mission you'll gain a powerful ally, one so strong that you can complete this mission with a three-soldier squad. This new ally is literally the mother of all Deathclaws, the Deathclaw Matriarch. Save her and her brood from Beastlord slavery and you'll earn a number of impressive short- and long-term rewards. You'll also lay your hands on almost as many new types of weapons as during your very first mission.

You may repeatedly run into Beastlords on the way to Mardin (see Figure 6.13), so stay on your toes. Consider postponing the allocation of skill points earned when you advance a level during this mission; you'll pick up some Sneak-restricting Metal Armor at its conclusion, and if you decide to put it on you'll need to allocate a lot of points to your Sneak skills.

**Official Mission Objective:** You're ordered to kill the Beastlord leader, Daar, and find out the means by which the Beastlords are controlling the Deathclaws. Unofficial objectives involve killing *all* Beastlords and freeing civilians imprisoned in the underground complex.

**The Situation:** This mission consists of two separate battles. The first, fought on the surface, is fairly easy. The second battle takes place underground, and although killing Daar isn't difficult, eliminating all enemy forces is harder. Radiation is a danger.

**The Opposition:** This includes around 60 Beastlords, exactly three baby Deathclaws, Giant Wasps, Radscorpions, and Cockroaches, big and small. The Beastlords above ground are poorly armed. While some carry a few fancy weapons, most are armed with hunting rifles, Uzis, or Boom Bugs. Underground, you'll face Beastlords with M-1 Garands, Neostead Combat Shotguns, a couple of new and fairly lethal submachine guns, and even a Needler Pistol (which can do poison damage). Radiation is almost as dangerous as everything else combined, so come prepared to deal with it.

**Suggested Squad and Equipment:** Your two M-16s, the Neostead Combat Shotgun, the AK-47s, the hunting rifles, and the M-1 Garand found in Quincy are more than enough to handle the opposition here. Good players can win without taking AK-47s. Leave all the other shotguns at home, but take plenty of 12 gauge shells. The most important single gun in this mission is the H&K CAWS combat shotgun you should capture right at the start of the battle; it'll make the battles underground very easy. Take along two RadX pills per soldier; if just one, take RadAway as well. Six Stimpaks per character and a dozen for yourself should make things safe, though a Doctor's Bag and a First Aid Kit are still obligatory.

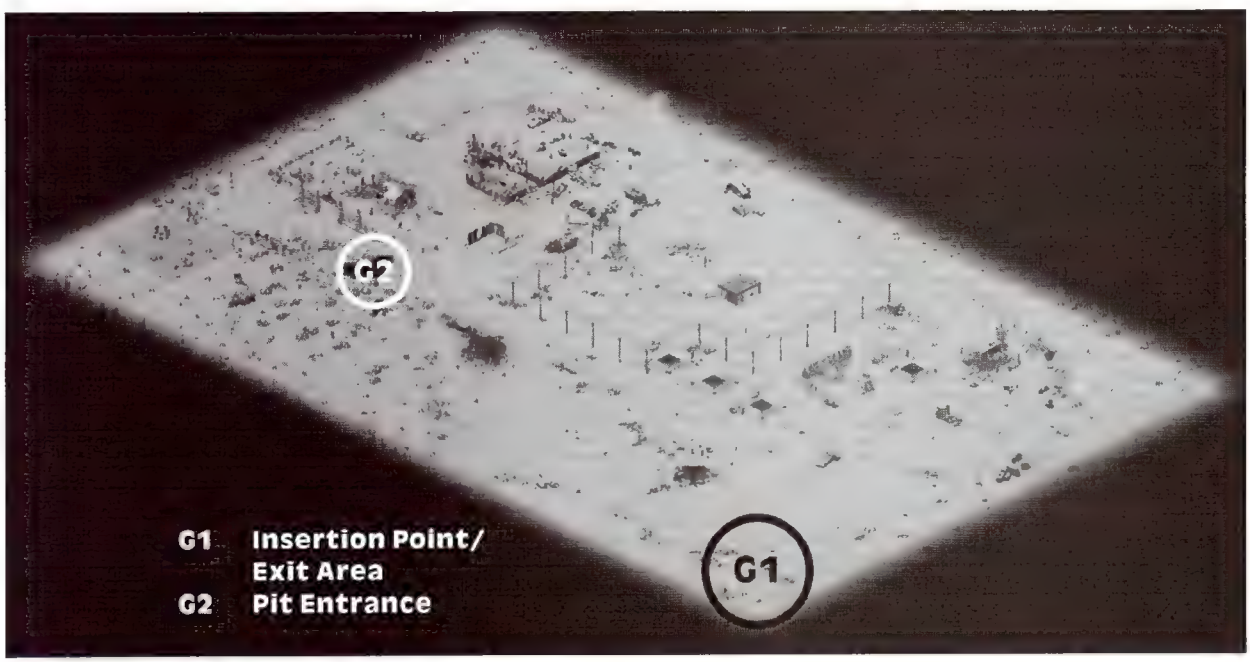



**FIGURE 6.13:** Mardin

# Mission Walkthrough

While it's easier to shoot it out with the surface Beastlords by daylight, it's easier to identify contaminated areas by night (thanks to that famous radioactive glow). The main battle takes place underground, so the light outside doesn't matter that much. It's your call.

Either way, you'll always begin at the southern edge of the battlefield. Crouch and move west along the southern edge of the map with the squad on Aggressive. It's very difficult to sneak successfully, so stop moving in time to deal with any threats from the north. Beastlords have sharp eyes, and chances are that a group or two plus selected insects will try to rush you. Hunting rifles and AK-47s are enough to deal with any threats at this stage.

**TIP**

**Keep your eyes peeled for bodies of fallen Warriors on the surface battlefield, as all can be searched for Stimpaks. One even has the extravagant sum of 4 Brotherhood of Steel dollars in his pocket. You'll also find two valuable Ghoul corpses.**

## Le Gun du Jour

As you near the southwestern corner, you'll spot a lone Beastlord standing next to a ruin and a cave-in. You want his brand new H&K CAWS shotgun, so take care of its owner from long range; you don't want to find out how lethal the weapon is while standing at the wrong end of it. Collect the gun and put it away for now. Then sweep up the western edge of the map, heading north and exterminating Beastlords plus various forms of insect life along the way (see Figure 6.14).

By the time you reach the northwestern corner of the map and collect Stimpaks from Warrior corpses there, you'll have gunned down around a dozen Beastlords. You'll also have a clear idea of what Mardin is like, and you'll locate the pit that contains an entrance to the underground complex. Three more entrances also lead underground: two are located in the Mardin Cemetery immediately east of you and one (with a Raider-like flag) behind a fence further on. The northernmost cemetery entrance leads to a crypt containing a dead Ghoul (with five Stimpaks) surrounded by small Cockroaches. Visit it at the end of the mission. The remaining two staircases lead down into the Beastlord bunker's guard rooms. Take these only if you want a really tough fight.

**TIP**

**Keep well clear of the pools of green goo splattered over much of the northern part of the map, and watch out for patches of ground that glow green (they're hard to spot during the day). You can play it relatively safe by having everyone swallow a RadX, and absolutely safe by having everyone swallow two.**

**FIGURE 6.14:** The grumbling Beastlord guards and part of their air force.

Ignore the underground for now and proceed east, passing just south of the cemetery. Make sure you provoke all the Beastlords along the northern edge of the map into attacking; take potshots with hunting rifles at 0% chance to hit in order to draw them out. Don't ambush them too close to the green goo, as you don't want to wade through the green goo to retrieve items from their corpses (including a useful Ruger submachine gun that's deadly at short range).

Continue south near the center of the battlefield, shooting the excited Beastlords that tend to foolishly charge at your squad no matter how poorly armed. The

few makeshift structures scattered around the center of Mardin all have special significance. The ruin containing a fridge is mined with Puffer traps (fungi with a poison attack); the hut with a fire features a nice chest; and the tiny generator building in the southeast hides a baby Deathclaw.

Exercise due care, continue shooting Beastlords and their beasts, and gather all discovered loot. Don't forget to search the remains of a Ghoul surrounded by a square of barbed wire. But be aware that he's in pieces for a reason, and make sure that you explode all the anti-personnel mines in the vicinity. Be sure to move quickly through whatever you're doing, as you don't want to waste so much time admiring interesting new weapons and other items that your RadX runs out.

## The Cockroach Pit and the Matriarch

When all's clear aboveground, return to the pit entrance in the northwestern corner of the battlefield. Your best shooter should take the H&K CAWS and maybe a Psycho; the second best should wield the Neostead shotgun. Stand both up and run them to the edge of the Coackroach-infested pit with the shotguns set to single fire. Set them to Aggressive and leave them there until the Cockroaches cease crawling out. Be prepared to run away if overwhelmed.

Run your two primary shooters into the pit. Send them to opposing ends of the room to make sure that they don't wound each other (combat shotguns set to burst have an extremely wide blast area, so always keep soldiers armed with them well apart and in front of other squad members). Deal with the Radscorpions and Cockroaches at the bottom. Then get the rest of the squad down there and cross the cave going south toward the first of the ladders leading to the Beastlord bunker. It's situated at the end of a long passageway that may be guarded by a surviving Radscorpion or two.

A couple of staircases will take you down to a highly suspicious spot (see Figure 6.15). The presence of two ladders and the necessity of crossing a sunken chamber should instantly put you on alert. Your best, possibly Psycho-enhanced, shooter should bravely descend with the H&K set to burst, while comrades with S&W revolvers look on from the edge of the platform above. There are two baby Deathclaws hidden in this chamber. If your shooter's excellent, that's a mere two bursts from the H&K and a couple of shots from the revolvers. Cross the sunken chamber toward the ladder at the other end (see Figure 6.15 again). Send the soldier with the H&K up to

take care of the two Beastlord guards lurking in the corridor beyond. Search the bodies for an important key.

**FIGURE 6.15:** The two baby Deathclaws in the sunken chamber provide the mission's biggest threat.

**TIP**

**Don't touch the switch by the cells in the underground facility! Flipping it opens the cell doors, as you probably guessed, and releases three hungry baby Deathclaws, which you probably didn't. Leave them be and move down the corridor without delay; you're a few steps away from winning this mission.**

You'll see stairs leading up at the eastern end of this corridor. These steps lead to the caged Deathclaw Matriarch, and your victory. Move there, but don't climb the stairs just yet. Instead, focus on the two Beastlords that intermittently appear on top of the stairs. Switch to Aggressive Sentry mode at the appropriate moment

to take them out. If you start shooting it out with the Beastlords up there, you might wound the Matriarch, and then things will get difficult.

Send a good sneak up the stairs with the key found on the two guards in baby Deathclaw row. Unlock the door and enter the room where the Deathclaw Matriarch is held. Talk to the Matriarch and she'll reveal that her imprisonment is the source of Beastlords' power over Deathclaws. You'll achieve one of the two mission objectives. She also offers to off the evil Beastlord leader, Daar, letting you achieve the second mission objective.

To realize this goal, bring up the rest of your troops. Arrange them bearing in mind that the room immediately to the right (west) is Daar's throne room. Then unlock the Matriarch's cage and feed her a Psycho. Now talk to her for a moment and you'll set her off like a rocket. The two Beastlord guards behind the cage may try to intervene (see Figure 6.16), but they aren't dangerous, even though one has a shiny Walther MPL machine pistol.

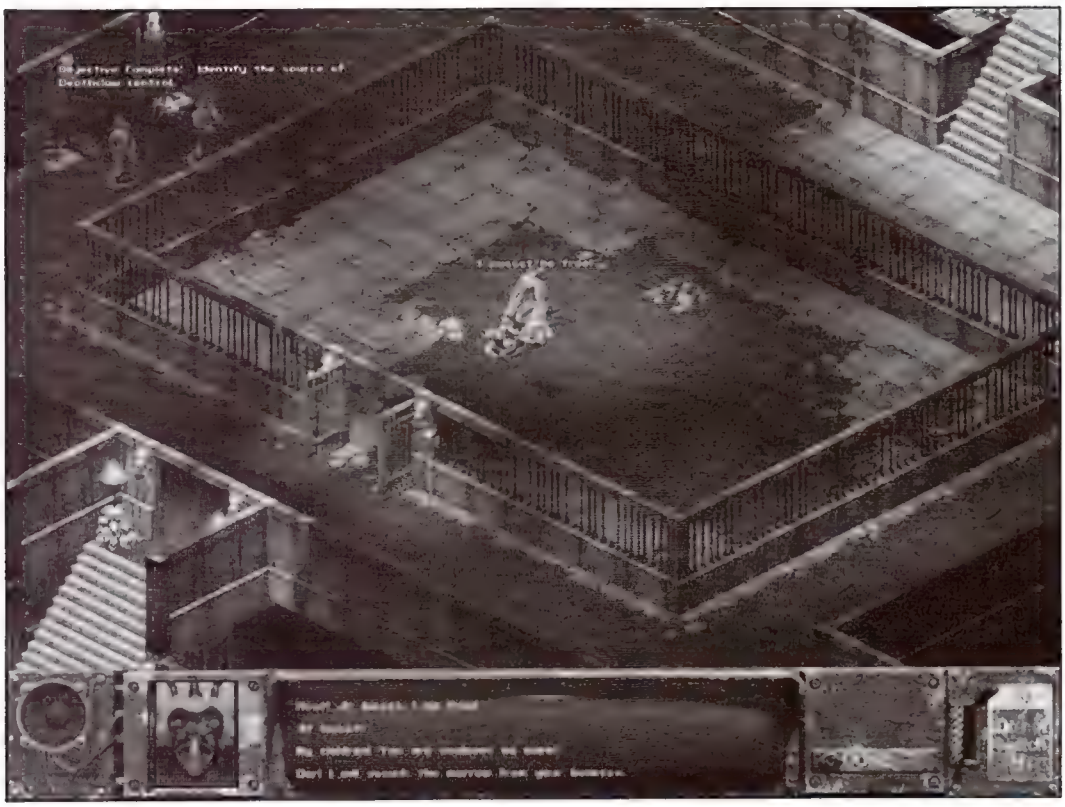
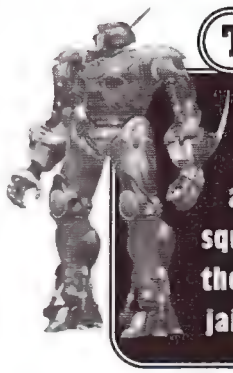


**FIGURE 6.16:** It's a deal, Momma. Just hang on while I take care of these two clowns.

## Beating Up on the Beastlords

Upon her surprise arrival in Daar's throne room, the Matriarch will immediately enlist the help of numerous baby Deathclaws assembled there and begin dismembering selected Beastlords, starting with their leader. Daar has three Dynamite Spears (yet another new gadget), which could make the Psycho that you gave the Matriarch very useful. You don't need to do anything but watch at this stage (but you should help when playing at a high difficulty level).

After the Deathclaws are done, move in to collect the loot. It includes a FN-P90 and 10,000 ring pulls (Dar's treasury, hidden in a chest by the throne). You have already won the mission, and can safely return the way you've come. But there are still many bad Beastlords around, and you should also rescue the civilians kept in cells just north of the Matriarch's cage. These cells constitute the Beastlords' meat locker, so the boost in Reputation is substantial.



**TIP**

**The stairs leading north from the throne room are mined, so avoid this area. Reassemble your squad by the Matriarch's cage, and then begin your assault along the jail corridor to the east.**

The campaign to turn all Beastlords into permanent vegetarians is just difficult enough to be exciting. Two Beastlords in the gruesome room east of where you found the Matriarch, and another four in the corridor between the cells with the human fodder, are pushovers. However, things get a little more difficult after this. The guards in the rooms north and northwest of the cells are well armed with several Garands and fancy handguns, including a Needler. Lead the attack on them with your Psycho soldier firing a shotgun, or be sure to keep Stimpaks handy. Remember to also utilize the room-storming tactics described in Chapter 3.

After every Beastlord has sworn off meat, decide what loot to discard (you most likely won't be able to take everything). Be sure to first get rid of all the heavy, cheap spears. Then proceed to the exit grid and return home to Beta Bunker.

## Mission Postmortem

Total mission success means promotion to Knight, a Reputation as Shield of Hope, and a slew of new, highly qualified recruits willing to serve under your command.

There will be several Deathclaws among these, the Matriarch included. A number of highly qualified Ghouls will also join. Examine their stats carefully before recruiting any; the Glowing One trait means its owner will irradiate fellow squad members.

Newly available supplies include a new gadget called an Acid Sprayer, ammo for the M-1 Garand, and a single suit of Metal Armor Mark II, along with plenty of the basic Metal Armor. It may be time for a change of clothes! The Mardin mission is the last of the Beta Bunker missions. You'll be moving to Gamma bunker to face a new and terrible enemy.

CHAPTER 7

# The Gamma Bunker Missions

All four Gamma Bunker missions have you fighting against the Super Mutants. Heavy weapons (read: big guns) predominate on the battlefield. Your recipe for success is to walk softly and carry a big machine gun. The mutants' poor Perception and awful marksmanship will save your skin more than once.

You'll be increasingly relying on your vehicles to get you to a mission and back in relative safety. The successful completion of your first Gamma Bunker mission nets you an armored personnel carrier (APC), which is much tougher than a Hummer. The second mission results in the acquisition of yet another vehicle, this time a funky two-seat Scouter.

# MISSION 8: ST. LOUIS

Mission 8 contains a number of firsts. It's your first assignment from Gamma Bunker; it's the first time you'll encounter Super Mutants; and it's the first chance you'll get to drive an APC. You'll also see several new big guns (which will unfortunately be aimed at you initially). Finally, you'll retreat from the battlefield *without* killing all of your enemies.

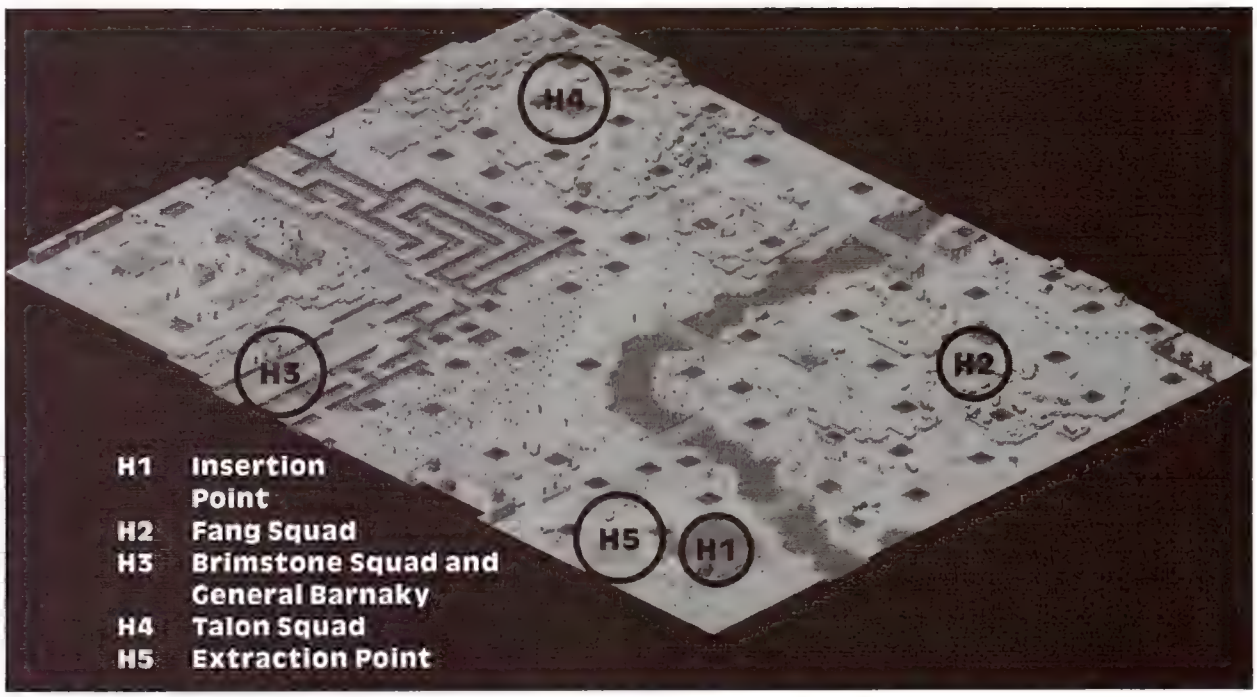



**FIGURE 7.1:** St. Louis

**Official Mission Objectives:** Somewhat ambiguous. You are to locate the fallen warriors (Objective 1), and evacuate the warriors to the extraction point (Objective 2). This time, you don't want to go beyond the official objectives: your PIPBoy will tell you it's unauthorized, the following walkthrough tells you why.

**The Situation:** Start this mission early at night. The designers have thoughtfully included books and Toolkits on the workbench at the insertion point for a last boost of Repair and Pilot skills. In order to reach the areas marked on the map (see Figure 7.1) you'll have to pass a gauntlet of trigger-happy, if stupid,

Super Mutants. They carry a number of rocket launchers, up to 10 M-249 SAWs, a couple of M-60s, and other loot (including grenades). You'll also find a Sniper Rifle that makes the mission significantly easier.

**The Opposition:** About 40 Super Mutants, mostly armed with M-249 SAWs, Fragmentation Grenades, and rocket launchers. An elite group guarding the Super Mutant HQ in the northwest carries Browning M-2s. Watch for mines in strategic spots.

**Suggested Squad and Equipment:** If you haven't been grooming your troops as specialists in certain skills, you'll need to visit the Recruits Master. A 70%+ rating in the Pilot skill is needed to manage the APC effectively. You also need a Repair specialist with skill at 90%+ when boosted by a Toolkit. Also necessary is one soldier with a 90%+ Sneak skill (to make creeping around in Metal Armor possible without alerting foes) and a Traps specialist who can sneak at 40%+ in Metal Armor (65%+ without). Three soldiers with developed Big Guns skills are required. Take along the best long-range automatic weapons you have for soldiers without Big Guns, and enough ammo for 20 bursts from each weapon. Carry at least one RadX, a couple of Psychos, and a dozen Stimpaks for the sneak, and four apiece for the APC crew. Toolkits and Super Toolkits are provided at the start of the mission.

# Mission Walkthrough

You begin beside the APC, hidden in a ruined house. Feed your sneak a Psycho and move this soldier out of the building's eastern entrance. You'll see two bridges spanning the small river to the east. Two Super Mutants are visible guarding a sandbag barrier behind the nearest bridge, and a third (armed with Fragmentation Grenades) is partially hidden by the nearby rock.

## Le Gun du Nuit

Have your Traps expert follow the sneak to the more distant bridge. Cross it and go to the abandoned bunker directly behind it. Inside you'll find a booby-trapped chest (see Figure 7.2) that requires a Traps skill of 50% to disarm. Inside the chest are a spanking new Sniper Rifle and some ammo for it.

**FIGURE 7.2**: I bet this chest contains a present, and that it's just what I wanted.

Move both soldiers out of the bunker and south toward the mutants at the sandbag barrier. Give the Traps specialist a Psycho. Stop when the chance to hit the grenade-toting Super Mutant is at 95%. Set your soldier with the Sniper Rifle to Targeted Shot mode and provide the other with an M-16 set to Burst. Put all soldiers in the APC on Aggressive mode, ensure that their weapons are on Burst, and drive your new bus out of the ruined house straight at the poor Super Mutants. Open fire on the grenadier as soon as it crosses the bridge, and this battle will be over in moments.

Collect all loot and rearm the Big Guns specialists in the APC with the SAWs. Once again, set your sneak to Defensive. Go north and east around the nearby rock, with your Traps soldier close behind, and set the Sniper Rifle up in a

**TIP**

**Remember that soldiers inside the APC fire from its side windows. Turn the vehicle slightly away from an enemy if it's within firing range and no one's shooting from it.**

good position to fire at the Super Mutants in area H2. One enemy with a rocket launcher guards the narrow pass leading to this area, but the cliffs lining the pass offer protection.

Edge the APC forward until the soldiers inside start firing, setting your soldiers outside to Aggressive as appropriate. If any rockets are fired at your vehicle, they'll explode harmlessly against the boulders and cliffs shielding it in the pass. Move in to find out that Fang Squad is no more. Collect all the loot, including Stimpaks and weapons on your dead Brotherhood comrades. Execute repairs if necessary.

Before turning to Brimstone Squad and General Barnaky, take out the muties guarding the next bridge up the road. One is hidden on the cliff west of the road with a rocket launcher. Target it with the Sniper Rifle as the APC moves forward. Make sure everyone starts shooting simultaneously. Also, take out the two sentries in the guardhouses by the next bridge.

**WARNING**

**Watch out for mines! They're impossible to detect by soldiers riding inside the APC, so you'll need your sneak to locate them. Several mines are scattered between the two bridge guardhouses and on the bridge itself.**

Take note of the structure to the northeast, as it contains two more Super Mutants with rocket launchers. Take these two Super Mutants out, because they will damage your APC if you don't.

## Looking for General Barnaky

You already know that General Barnaky is a prisoner of the Super Mutants. However, orders are orders, and you need to check out area H3 anyway. It's possible to drive right up, squeezing the APC between obstacles and slaughtering Super Mutants from the vehicle. Keep your sneak outside the vehicle on Defensive Sentry mode so that you aren't surprised by mutants and mines. Don't drive your APC into the trenches; there's no way to get it out and you'll be unable to complete your mission.

Have your sneak take a RadX and crawl toward the bridge over the moat of green goo surrounding the enemy HQ. The trench next to the moat contains a cowardly Brimstone survivor who wants you to risk the mission in order to save his miserable life (see Figure 7.3). Let him blow himself up a moment after you speak to him.

**FIGURE 7.3:** Sorry, pal; people with runny noses turn me off.

Return to the APC, repair the vehicle if necessary, and set out to locate Talon Squad next. Expert players can drive east right along the outermost trench, shooting any muties that pop up. Good players can drive northeast along the riverbank, leading with the mine-spotting sneak. Everyone else can drive to the bunker where the Sniper Rifle was found and turn north from there (watch out for mines after the bridge). Since the weapons carried by the Super Mutants in the trenches are not retrievable, you'll be killing them for experience points alone.

## Solo, Talon, and the Pit

Proceed northeast, leading with your sneak in Defensive mode. You'll spot muties scattered around the cliffs south of Talon's reported position, and another with a rocket launcher in a guardhouse overlooking the road leading there. Maneuver into position accordingly and pop off a shot with the Sniper Rifle from inside the vehicle to encourage the Super Mutants to rush your APC. Although your vehicle may suffer some light damage, the outcome is another mutant massacre.

Repair APC damage (if necessary) while your sneak proceeds north. Put the sneak into position to take out the rocket launcher-wielding mutie in the guard-house. Proceed exactly as you did at the very first bridge. Move the vehicle up with everyone inside on Aggressive and switch the sneak to Aggressive as well when the action's about to start (see Figure 7.4). The Super Mutant with the rocket launcher will get repeatedly shot by the sneak when trying to fire a rocket, and lose the Action Points involved. If any rockets do get fired, they won't be enough to destroy or heavily damage the APC.

After the fun, retrieve the chest behind the rocket launcher. Watch out for a Super Mutant crouched in the trench nearby. Don't get into infantry shooting matches without APC support, Psycho or no Psycho.

**FIGURE 7.4:** A rocket launcher and a chest are worth some M-16 ammo.

Turn east and drive to the pit containing Talon Squad, led by Paladin Solo. Listen to Solo's speech and give him the medical assistance he asks for; you don't want any blunted Talons expiring on you in this mission. Sacrifice some Stimpaks

and bandages to bring everyone up to scratch. Talon Squad will subsequently disappear into the APC (this doesn't affect its ability to carry your soldiers). Deliver Talon to the extraction point and then wrap the mission up (you can shoot more muties, but the potential repair cost makes this a poor idea).

**WARNING**

**Don't try to take out the Super Mutant HQ! The approach is heavily sprinkled with mines that can't be seen until they're stepped on, and the defending Super Mutants are all armed with Browning M-2s.**

## Mission Postmortem

You'll end this mission with up to a dozen machine guns and several rocket launchers, plus rockets. Although you won't get promoted, the recruit pool is large enough to accommodate any needs. Buy the two Sniper Rifles that appear in the Brotherhood Quartermaster's stock. Keep as many SAWs as you need and sell the remaining ones along with the M-60s; you should have just enough cash to outfit the whole squad in Metal Armor Mark II.

If a character is suffering from Psycho addiction, consider going on a vacation in the neighborhood of Rock Falls and Alpha Bunker. Hunt Radscorpions and Raiders in the Hummer. Use up the accumulated 9mm ball ammo and try out the new submachine guns captured earlier as well as the Sniper Rifles. This way you'll collect some experience points while waiting for the addiction to pass.

# MISSION 9: JEFFERSON

This mission is a running street fight with Super Mutants. Unexpectedly, doing the right thing here may result in mutie recruits for the Brotherhood of Steel down the line. Expect to capture many big guns along with two valuable suits of Environmental Armor. You'll also come upon a vehicle left by the survivors of the Brotherhood air crash detailed in game videos. See Figure 7.5 for the map to the streets of Jefferson.

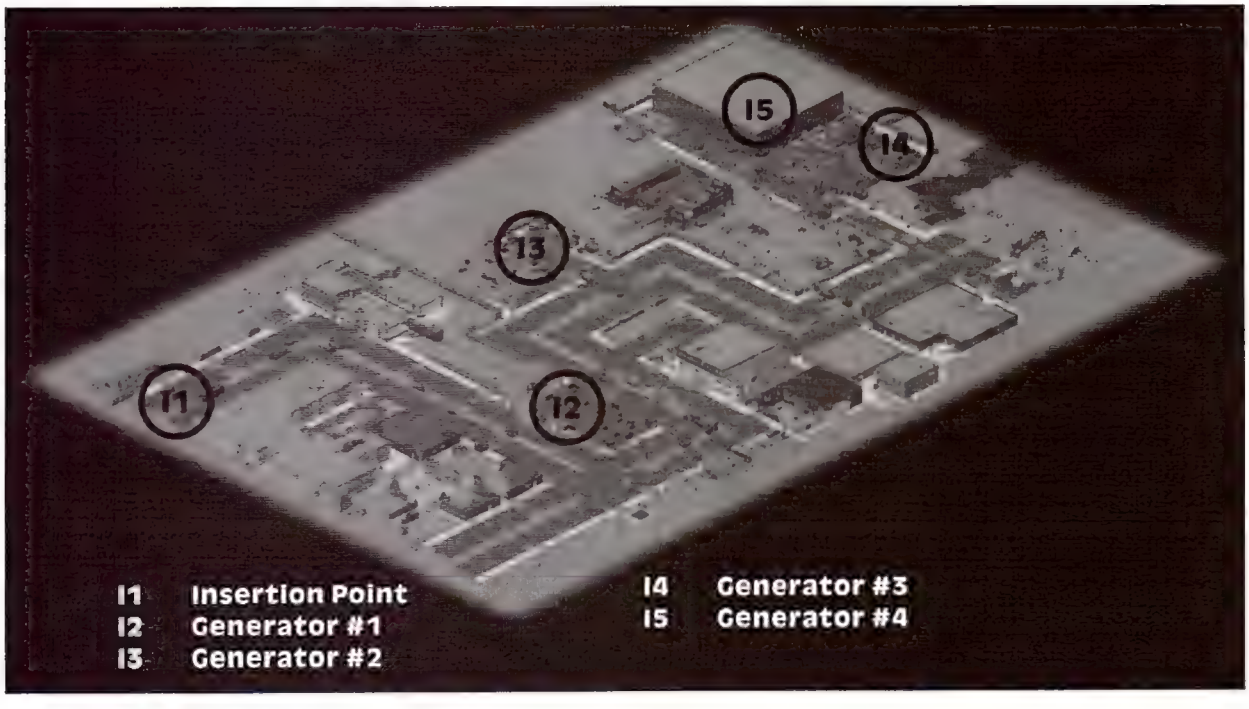



**FIGURE 7.5:** Jefferson

**Official Mission Objectives:** The destruction of four power generators is your task in Jefferson. Don't go after the generators in the order implied by the mission briefing! Do *not* destroy the laboratory located inside the factory. Along the way, retrieve two suits of Environmental Armor.

**The Situation:** Start this mission in the afternoon in order to complete it late at night. As in the preceding adventures, you'll fight a series of skirmishes. The most difficult of these battles will come near the end of the mission, and should be waged under the cover of darkness. An underground passage (marked on the PIPBoy mission map) makes the mission easier. You need to be an expert to complete this mission without any losses. Don't attempt to kill all the Super Mutants without Psycho, and even then it's better to return and battle them another day.

**The Opposition:** Expect to tackle roughly 50 Super Mutants armed with M-249 SAWs, Browning M-2s, Fragmentation Grenades, and iron pipes. Avoid all areas watched over by rooftop grenadiers (the mutants with seemingly empty hands).

**Suggested Squad and Equipment:** At least three Big Guns specialists with M-249 SAWs are needed, along with a driver even if you're setting out on foot, and at least two excellent sneaks (60%+ skill when wearing Metal Armor). One RadX and two Psychos make up the minimum complement of drugs. Feeding Psychos to the whole squad makes this mission significantly easier. Consider using the 10,000 ring pulls captured in Mardin to buy a hefty supply of the stimulant from Kerr the merchant. With Psycho, you need six Stimpaks per grunt, along with more for yourself and your sneaks. Without Psycho, you need at least one Super Stimpak and a dozen Stimpaks per soldier, a couple of Ultra Stimpaks, a Trauma Pack, and lots of good luck.

# Mission Walkthrough

You begin in the northwest corner of the battlefield. Ignore the ancient Scouter parked nearby unless you're a driving genius. Vehicles do badly in urban terrain, and the Scouter has fewer hit points than the Hummer (150). It can also seat just two soldiers—a driver and a gunner—so it can't provide you with the tank-like firepower of the APC in the previous mission.

If you must drive the Scouter right now, immediately move it to a safer spot. You'll soon see that proceeding east along the northern edge of the battlefield is suicidal. You must look for a way to outflank the enemy.

## Walking through the City

The PIPBoy mission map speaks grimly of mined buildings, so give the structures a wide berth. Keep against the western edge of the map as you proceed south and you'll notice several anti-personnel mines on the way. You can get through without having to blow up any.

Watch for an aggressive mutant patrol near a double-lane road running east. Give each soldier a Psycho before attempting to ambush the patrol. After the battle, head east along the double-lane road. Use the available cover whenever needed and extend your right wing by sending a team along the southern edge of the map. This will let you outflank a lone mutant with a rocket launcher hiding behind cars up the road.

You'll see a T-junction and the first Super Mutant roadblock before long. Take your time while placing your soldiers in order to set up the perfect massacre. Every shooter must have cover in order to avoid a direct hit from a rocket launcher. Commence hostilities when ready, and then stay put for a while to ambush any other mutants and a non-mutated dog that join in the attack.

**TIP**

**The mutants' barricades explode when hit. There is also an oil drum conveniently located beside a guardhouse where a Super Mutant with a rocket launcher is hiding.**

Generator #1 is just to the north of the mutie roadblock. Its two guards are easy to take out (see Figure 7.6). A nearby crate contains grenades if you're short of powerful ammo needed to blow up the power source. Reassemble your squad after destroying the generator and continue east along the southern edge of the map. Don't even think about going after the generators in the order implied by the mission briefing!

**FIGURE 7.6:** Use two SAWs in concert to deal with the first generator's guards.

Make sure you've dealt with all the mutants around the roadblock, including the guards hidden behind neighboring walls and sandbag barriers. Head east when you're finished mopping up. The houses along the route contain several bookcases waiting to be searched for Stimpaks, shotgun ammo, and a new drug called Mutie. Move sneaks to the top floors to spot enemy defenses.

You'll soon come to Generator #2. While it's defended by turrets (385 hit points each) armed with heavy weaponry, the facility can be accessed safely through a gap in the enclosing fence to the east. File this info away for future reference and keep going east. Always advance with a sneaking team of Psychos so you're ready for single Super Mutants in buildings and alleyways. Mines sprinkled along the eastern edge of the map will need to be blown up so you can pass quickly and safely.

## The River of Death

A large house slightly to the west of your route contains a suit of Environmental Armor and two mutants with Browning M-2s (see Figure 7.7). You can get the suit without facing the Brownings, but look out for the mutie behind sandbags across from the entrance to this building, as he's armed with Fragmentation Grenades. Think twice about going after the Brownings; they're bloody heavy and there'll be very little ammo. You'll capture a couple later on anyway.

Continue east along the southern edge of the map, keeping a constant lookout for mines. Eventually, you'll come to the underground entrance noted on your PIPBoy. There's a lone mutant guarding the spot. Shoot him in the back and collect his Browning M-2 if you like. You'll see the apparently unguarded Generator #3 to the north, but read the rest of this walkthrough before sending a team in its direction.

The entrance is a glowing green hole of radiation, so you're going to need your new Environmental Armor. Select your best character and take a single RadX before putting it on. Entering the hole is tricky; click on its edge first, then directly on the stream of green goo below. Once you've climbed down, follow the narrow passage leading north. The low ceiling makes it impossible to run, and even relatively fast characters need that RadX in addition to the Environmental Armor. You'll eventually arrive in a large underground room with an odd-looking bookcase containing RadAway. Climb the stairs in the corner to emerge in one of the factory's rooms.

**WARNING**

**Bear in mind that wearing Environmental Armor cuts the character's Sneak skill by 50%.**

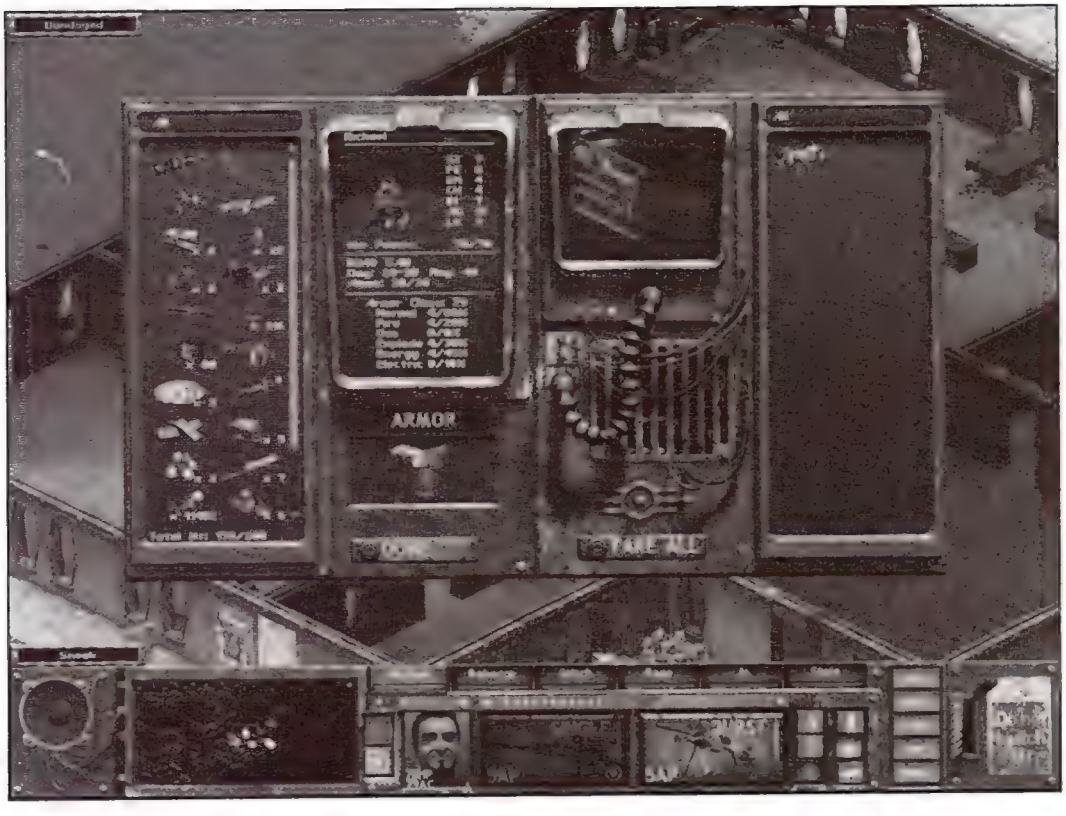



**FIGURE 7.7:** Finally something I can wear without looking like a gladiator.

A lone mutant with an iron pipe in the room ignores you, so there's no need to kill him. Take the time to scroll around the map and locate Generator #4. You'll also see a nightmarish row of embryo tanks. Your room has three locked doors, two of which can't be picked. There's only one way into the embryo room, and that's by going through the invitingly open door leading outside and walking around the building. A patrol of two Super Mutants carrying SAWs, plus selected single mutants behind sandbag barriers, must be dealt with on the way. Change back into Metal Armor if you've brought it along and are on Psycho.

## The Secret in the Factory

The labyrinth of fencing on the western side of the factory building can be cleared of mutants with the assistance of other squad members. Sneak the other squad members across the muddy open ground south of Generator #3. Avoid engaging any mutants until everyone is safely inside the factory grounds. There are formidable defenses to the west of the factory that should be left for later. Killing mutant guards on the factory grounds is easier if you take advantage of the fields of fire offered by captured mutant positions.

Follow the fences to Generator #3. You'll simultaneously see the route that will take you to Generator #4. Retrieve another suit of Environmental Armor from a nearby crate, and then destroy Generator #3.

The way inside the factory leads through studded gates nearby (see Figure 7.8). Open them to meet the Super Mutant commander. Listen to a short speech where the chief mutie mentions a terrible new menace from the west. The commander will then rush you with a cattle prod. Fire a single SAW burst to acquire 10,000 experience points. Check the fridge in the courtyard for a *Big Book of Science* before you leave the area.

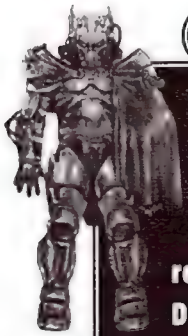
**FIGURE 7.8: The gate leading inside the factory building and the destroyed Generator #3.**

Set all squad members on Defensive mode before entering the factory building! The lone mutant standing in front of the embryo tanks is a scientist. Spare his research as asked, walk up the nearby stairs leading to the room with Generator #4, and destroy it. A room with a jail-style door nearby has a bookcase holding a rocket launcher and a bottle of booze.

## The Last Generator

Lead everyone outside and make your way to Generator #2. Doing so sparks a short firefight with two mutant guards in front of the factory fences. Watch out for a mutie with a rocket launcher hidden on the top floor of a large building to the northwest. Concentrate on sneaking north along the fence, firing only when absolutely necessary.

Move the entire squad below the big building with the rocket-launching Super Mutant on the top floor. Take this enemy out if you want to capture another rocket launcher and three Molotovs (he can be surprised from behind), but focus on sneaking to the fence protecting Generator #2. Keep everyone on Defensive Sentry mode while sneaking a couple of Psycho killers through the fence gap. Keep clear of the turrets in front of the generator fence!



**NOTE**

**While moving toward Generator #2, you'll spot your future enemy standing right beside the remains of a glass gangway. Don't worry—this one's dead.**

At this point, concluding the mission is a piece of cake. Switch to Aggressive mode, kill the guards, destroy the generator with a burst, and move away. The exit grid embraces the entire map (though the map edge is inaccessible in a few spots), so be patient and sneak your driver back to the starting area along the route you came in on. Drive the Scouter to the edge of the map and walk your Brotherhood pedestrians near the factory onto the exit grid. No special sequence or other trickery is needed; you're done.

## Mission Postmortem

Full success in this mission results in your promotion to Senior Knight. You'll also gain a third vehicle. Your Reputation will likely stay at Shield of Hope, and no new recruits will be made available. However, you shouldn't be hurting in this department even if you've sustained losses.

The Brotherhood Quartermaster has a suit of Environmental Armor Mark II for sale along with a couple of Mark Is. There are no new weapons of note, though a quantity of specialist ammunition is now available.

# MISSION 10: KANSAS CITY

Going to Kansas City (see Figure 7.9) is a different sort of adventure, for several reasons. You're defending a location instead of attacking one, at least to begin with, and assisted by numerous allies. Expect to play the first half of the mission in turn-based mode. Hordes of agitated Super Mutants and talkative Ghouls make opening the inventory quickly and double-clicking on a Stimpak nearly impossible. Victory brings another new weapon in addition to all those you capture on the battlefield.

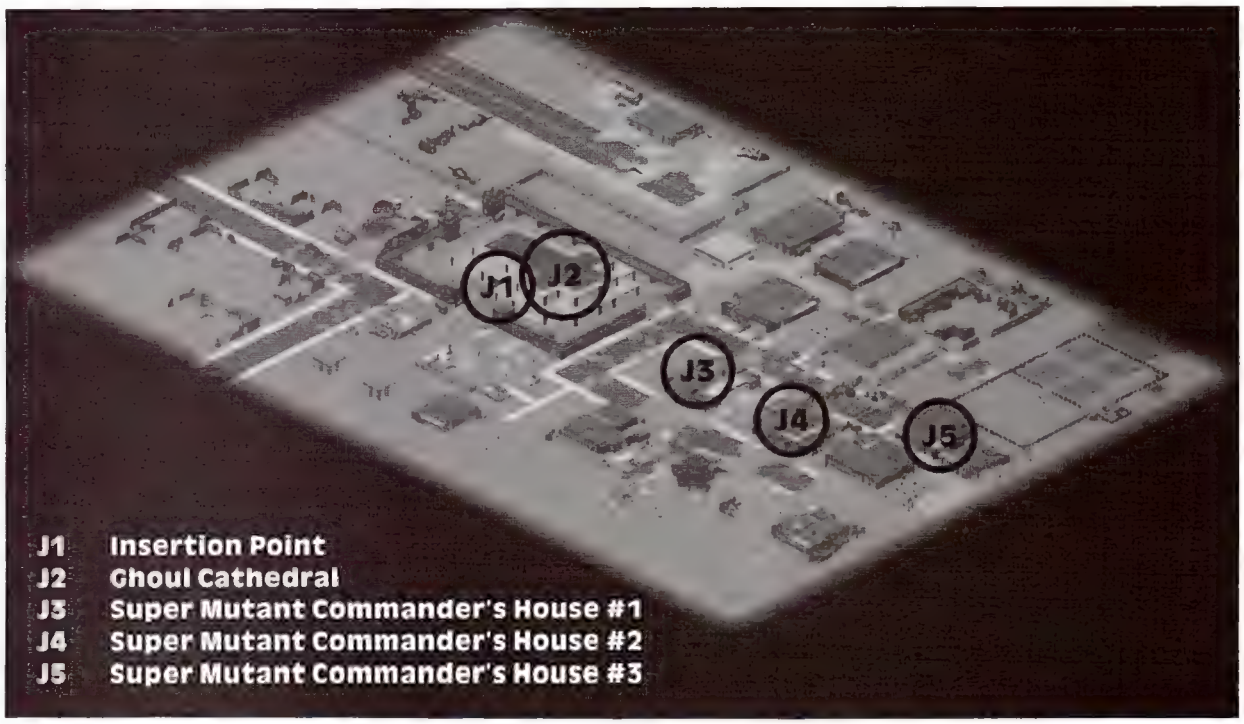



**FIGURE 7.9:** Kansas City

**Official Mission Objectives:** You're to protect Bishop Defcon, defend the Ghoul Cathedral, and kill all Super Mutant commanders. Be careful when shooting, and don't let too many defending Ghouls die. Again, play the opening half of the mission in turn-based mode so you can issue specific firing orders.

**The Situation:** Begin in the afternoon so you can clearly see the initial attackers. Also, the light will be fading when it's time for you to go on the offensive.

You'll be the decisive force during the defense, defending three different gates while muties assault you. Successfully defending each gate nets you a big point bonus, as does killing a mutant commander.

**The Opposition:** Roughly 60 Super Mutants are your foes here. Fortunately, many are armed with pipes. Some carry M-249 SAWs, Browning M-2s, Fragmentation Grenades, and rocket launchers.

**Suggested Squad and Equipment:** At least three Big Guns specialists, a driver, and a medic are required. Machine guns work extra well in this mission. Soldiers with the Small Guns skill should be given Sniper Rifles plus combat shotguns. Good submachine guns loaded with JHP ammo also work well. You'll be fighting Super Mutants at much shorter ranges than has been the case before. Equip as many soldiers as you can with Environmental Armor Mark I (Mark II isn't worth the added cost). Take along a RadX for every soldier without this armor, as well as a couple of emergency RadAways. Also, carry as many Psychos as you can and at least eight Stimpaks for every soldier.

# Mission Walkthrough

You begin this mission with your squad standing behind the western gate. Switch to turn-based mode and scroll around the map. You'll see three gates to the north, west, and south. Mutants will attack simultaneously at all three points, the strongest attacks being aimed at the western and southern gates. The northern assault will feature just a handful of muties, only one of which will carry something better than a pipe (an M-249 SAW).

The most dangerous offensive comes from the south. Send at least two big guns soldiers and a small guns specialist to this gate. Retain big guns and small guns troops at the western gate and send the weakest small gun to the north. While all gates are flanked by towers that offer excellent fields of fire, climbing them in turn-based mode is a pain. You don't have the time for this, as your southern team will practically collide with mutants when it arrives at their assigned gate.

**WARNING**

**Don't man the gate towers with grenadiers. Remember, you have to ensure the survival of the Ghouls below.**

## Mad Mutants and Sleepy Ghouls

All soldiers without Environmental Armor must take RadX instantly! Follow up with Psychos—an addicted soldier is better than a dead soldier. Position troops at the front sandbags of their respective gates to minimize Ghoul casualties. The western team will be the first to engage the enemy. A SAW and a Sniper Rifle/combat shotgun combo will take care of the minimal threat here (see Figure 7.10). You won't need to use the three acid sprayers in the nearby crate.

**FIGURE 7.10:** A machine gunner on Psycho—one deadly dude.

**WARNING**

**It will quickly become obvious that the Ghouls are a sorry bunch. Don't count on them doing anything more than finishing off a few wounded enemies.**

The single soldier sent north will join combat next. Use a Sniper rifle to engage the mutant with the SAW at long range. Mines in the northern approach will blow mutants to pieces.

A different spectacle awaits you at the south gate, where upon arrival you'll see a Ghoul blown to pieces by a mutant SAW. Super Mutants will attack this gate from both the front and the side. The flank attack must be contained first. Since you're playing in turn-based mode, confuse the muties by stepping out of the gate, firing, and then stepping back in, totally confusing their tiny mutant brains. Take out the two mutants on the flank to gain control of the situation. Don't use automatic fire or shotguns on mutants close to Ghouls, unless the target is directly between your shooter and the Ghoul.

With the flank assault curtailed, open fire on the mutants attacking from the front with your two SAW-wielding big guns specialists. Keep an eye on two mutants armed with Avenger Mini Guns; fortunately, they'll hit their comrades more often than your soldiers. Within a few turns, the mutant horde will turn and begin shuffling dejectedly down the road. Run out after them, shooting as you move forward. This way you'll have fewer mutants to worry about when you go after the mutant commanders.

**TIP**

**When the defense of each particular gate is judged a success, you'll receive a big point bonus. The southern and western gates are worth well over 4,000 points each, and the northern gate over 3,000.**

## Super Mutant Stalingrad

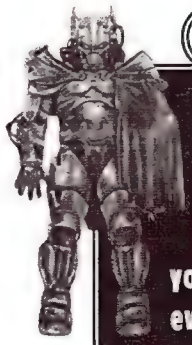
A trickle of determined muties will approach the west gate. You'll also spot two mutants in primitive watchtowers further west. Concentrate on containing threats and don't move forward in the west until the mutant attack on the north gate fizzles out. When that happens, set the small guns soldier you sent to the north to sneak and send him in a wide, flanking movement to the west. The northwest corner of the battlefield is devoid of enemies, so your soldier will be able to prowl behind the mutants facing the west gate.

**NOTE**

**Remember that you don't have to kill all of your enemies to win this mission. The mutants on the watchtowers opposite the west gate may be taken out easily if you're playing in turn-based mode, but it's a different story if you've returned to continuous mode.**

The mutants on the watchtowers in the west have a Browning M-2 and a rocket launcher. If you storm up the ladders, make sure that a couple of troops with Sniper

Rifles are covering the towers from the other side. You can also give the watchtowers a wide berth and concentrate on sneaking the three soldiers from the north and west gates into the southwestern part of the battlefield. Send them out in a wide, flanking movement. Move along the western edge of the map and then turn east while the group at the southern gate resumes moving forward.



**NOTE**

**Cautious play is only necessary if playing in continuous turn-based mode. If you're still taking turns, you can safely advance whenever you feel like it.**

Identify the houses with the mutant commanders (marked on the mission map in Figure 7.9) and their bodyguards (two by each commander). Each house also features three containers with goodies. One of the commanders keeps a FN FAL assault rifle in his ice chest (see Figure 7.11). You'll also find a Pancor Jackhammer (the ultimate combat shotgun), plus miscellaneous presents scattered among shelves and bookcases. A Laser Pistol is the most significant find.

**FIGURE 7.11:** Rebecca scores a critical hit on the Super Mutant's right arm, crippling that limb and giving the Mutant a severe case of tennis elbow.

It's probably safest to clear the southwestern part of town house by house. Use the techniques described in Chapter 3. Provoke impatient mutants to come running out into a hail of fire. Many can be sniped at from a distance (a ruined house in the south has a staircase that lets you reach the second floor). You can speed through this part of the mission if your squad is high on Psycho. If not, move cautiously and lead with your chosen two Psychos (the absolute bare minimum).

**TIP**

**While some houses are empty except for Ghoul corpses, you'll find that a Ghoul corpse is often as good as a bookshelf for finding goodies.**

After you kill the third commander and collect a third point bonus (all three commander point bonuses are similar to the ones received for gate defense), it's time to talk to the Ghoul Bishop Defcon (see Figure 7.12). He hangs out in front of an old nuclear warhead regarded as God by the Ghouls. If too many Ghouls died during the cathedral's defense, you'll hear about it. Either way, the Brotherhood is now one nuclear warhead richer.

**FIGURE 7.12:** Something tells me I'll be seeing this warhead again...

**NOTE**

**In this mission, the exit grid stretches all around the map.**

### Mission Postmortem

You'll have to soldier on as a Senior Knight, but the Quartermaster has several attractive new items in stock. The new Flamer (flamethrower) is available in eye-catching black and red, and you can also purchase a Laser Pistol. There is also (finally!) a reasonable stock of rockets for the launchers. No new faces appear among the recruits; bear that in mind when considering drug use.

# MISSION 11: OSCEOLLA

Surprisingly, this last mission from Gamma Bunker can also be the easiest. Stick to the objective initially, then decide whether you want to take out the entire mutant population of Osceolla (see Figure 7.13). You'll learn quite a lot about things past and present, including the fate of General Barnaky. A surprise is in store when you face Gammorin, the Super Mutant leader!

**Official Mission Objectives:** All you have to do here is kill Gammorin. Unofficial objectives involve retrieving General Barnaky's letter (a holodisk found on mutant General Toccamatta) and locating a portable nuclear arming device (a briefcase). You can also retrieve another holodisk containing a journal by long-lost Brotherhood of Steel Paladin Latham.

**The Situation:** This is a classic night commando mission. Complete the main objective first, and then see how many Super Mutants you can kill!

**The Opposition:** Your enemies number roughly 40 Super Mutants. In addition to the usual M-249 SAWs, Browning M-2s, Fragmentation Grenades, and rocket launchers, you'll encounter a Flamer in a very inconvenient spot.

**Suggested Squad and Equipment:** This mission can be completed with three characters, but since it's worth a lot of experience points you should take the full complement of six soldiers. You need a driver, one big guns specialist, and one excellent small guns expert; all three have to be good sneaks. If you

intend to take out all the mutants, add at least a couple of troops with good Big Guns ratings. Taking a very good Traps specialist is not obligatory, but it can be entertaining and profitable. For weaponry, carry SAWs, good combat shotguns, the FN FAL, and Sniper Rifles. A couple of Psychos and a RadX for anyone not wearing Environmental Armor will enable you to play things safe. As usual, bring as many Stimpaks as you can. Near the insertion point you'll find two crates with a dozen mines, six remote control traps, a remote detonator, six Super Stimpaks, and a Doctor's Bag.

**FIGURE 7.13:** Osceolla

# Mission Walkthrough

You begin in the southwest corner of the battlefield. Retrieve the extra equipment from the crates and proceed north, hugging the western edge of the map. Don't be tempted to descend underground using the entrance to the southeast; it leads to a radiated tunnel that exits in the middle of the Super Mutant military compound.

## Roshambo and the Sleeping Mutant

Move north to the pipes cordoning off the northwest corner of the map. Look for a broken pipe where you can turn east. You'll see the burnt-out remains of the Brotherhood airship near the northern edge of the map. As you approach, you'll meet a character named Roshambo (see Figure 7.14). Talk to him and you'll learn some Brotherhood history. He'll also remind you of the minefield to the east and let slip that Gammorin used to be called Latham. The crate next to the airship wreckage contains four Stimpaks.

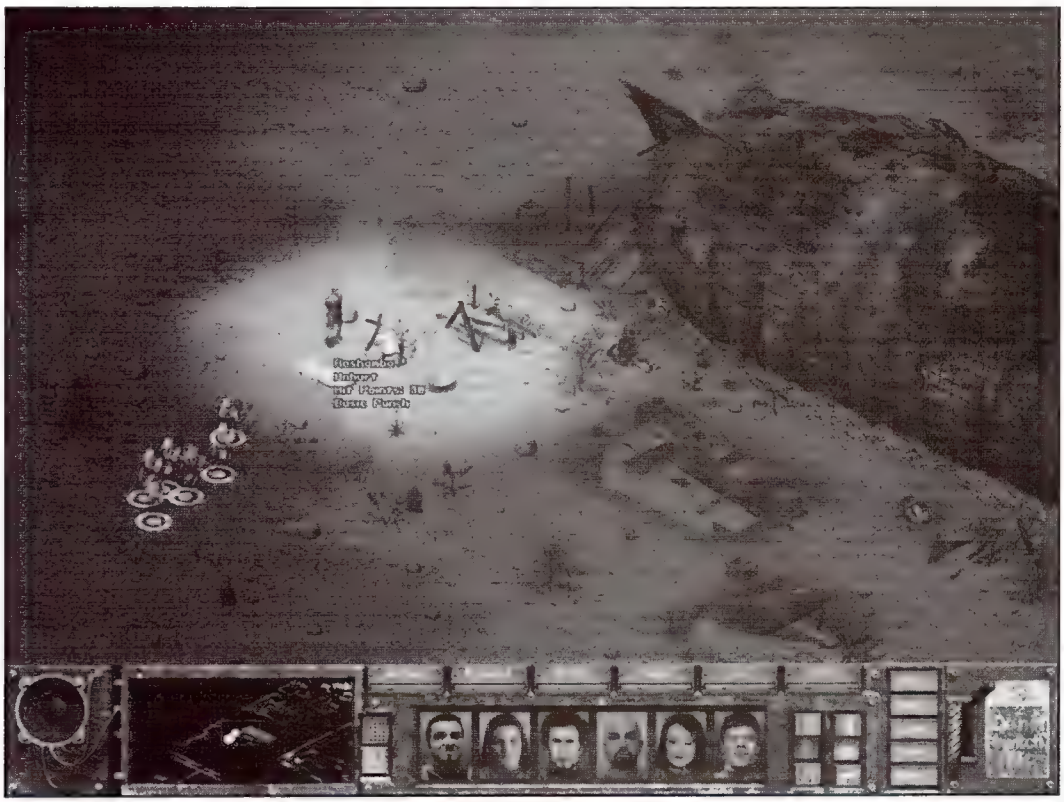


**FIGURE 7.14:** Meeting with Roshambo.

The next step, of course, is to walk through the minefield. This is much easier than you'd think, as most mines are arranged in two parallel arcs, marking a broad road leading to the northern entrance into the military compound. Select two soldiers (a good big gunner and a good small gunner/sneaker) and feed them Psychos. Then send this duo to the junkyard in the northeast corner of the map to tackle a lone mutant with a SAW guarding a crate containing Buffout, First Aid Kits, and quantities of 12 gauge and 7.62mm ammo. Another mutant armed with 20 barbed spears may get involved.

**TIP**

**The FN FAL rifle captured in Kansas City is a real firecracker. It's perfect as the primary armament for a small guns sneak.**

In the meantime, either have your Traps specialist work on the enemy mines or begin moving the rest of your squad through the minefield (see Figure 7.15). A mutant is sleeping next to the northern entrance into the military compound. There are also numerous mutants patrolling the compound, standing behind sandbags, stationed on top of platforms, etc. Wait until the team sent to the junkyard returns before entering the compound. You'll need lots of firepower!

**FIGURE 7.15:** Getting through the minefield north of the mutant military compound is as easy as driving a car.

## Gas Tanks and the Flaming Mutant

Once everyone's in position, select your Psycho sneak (by now, you should have one capable of a 90% Sneak rating in Environmental Armor) and select Defensive

Sentry mode. Have this sneak enter the camp and move west, hugging the wall. Send in your second Psycho in the same manner. Infiltrate as many troops into the compound as possible before the shooting starts. When the attack begins, you should have three firing from inside and three shooting from the compound entrance (they'll get the sleeping mutant). Switch everyone to Aggressive the moment a soldier is detected.

The firefight that follows calls for deft micromanagement. Although most fire will be drawn by the Psychos, be ready to apply a quick Stimpak. You can win quicker if you hit the full gas tank on the platform serving as an emplacement for three mutants. It will be your primary worry, as it blocks the way to the staircase leading to Gammorin's bunker. Use the quick-firing Laser Pistol to keep the mutants' heads down!

Having taken out the platform, you'll be free to proceed to the bunker. Lead with your Psycho sneak in case a lone mutant still has an eye on the underground entrance; then move the whole squad down. The first two underground rooms are empty. All underground chambers must be traveled through in order to reach the center room. You'll profit by doing so, because you'll perceive enemy soldiers (including a human) across the walls. On the way you'll collect a Super Stimpak and some rare .50 cal. ammo.

**TIP**

**While underground, keep your squad set to Defensive Sentry. You don't want troops to start shooting unless you're sure it's the right thing to do.**

The mutants in the northeast room of the bunker aren't dangerous, though the gas tanks around their feet pose a threat. You might chortle with glee at the thought of sending the whole lot up; however, be warned it's very easy to send your squad up as well. A sniper on Psycho shooting at the outermost gas tank from inside the previous room will still get seriously hurt! Of course, the mutants will be obliterated.

The mutant you'll encounter in the next room is General Toccamatta, who starred recently in a video depicting the capture of General Barnaky. Talk to Toccamatta and he'll mistake you for Gammorin (yes, that human in the center room is Gammorin, former Paladin Latham). Toccamatta will reveal that a powerful robot has captured General Barnaky, erasing his Super Mutant captors with ease. Well, now you know what the future holds. Of more immediate importance

is dealing with Gammorin. Search Toccamatta's body for Barnaky's holodisk and then examine the nearby bookshelf.

**TIP**

**Barnaky's letter is of vital importance in the final mission of the game. Keep it with you or hide it somewhere safe—just don't forget to take it with you on the final mission.**

After this, deal with the mutants in the next room. One carries a Flamer, so be careful. Place a soldier with a combat shotgun next to the door, and then open fire with the Sniper Rifle from inside the preceding room. All the guards save the one with the Flamer will run straight into your ambush. When the other guards have been killed, rush two soldiers on Aggressive into the room. The Flamer-wielding mutie won't have time to react (see Figure 7.16). Make sure one of the soldiers is on single fire so he'll shoot first.

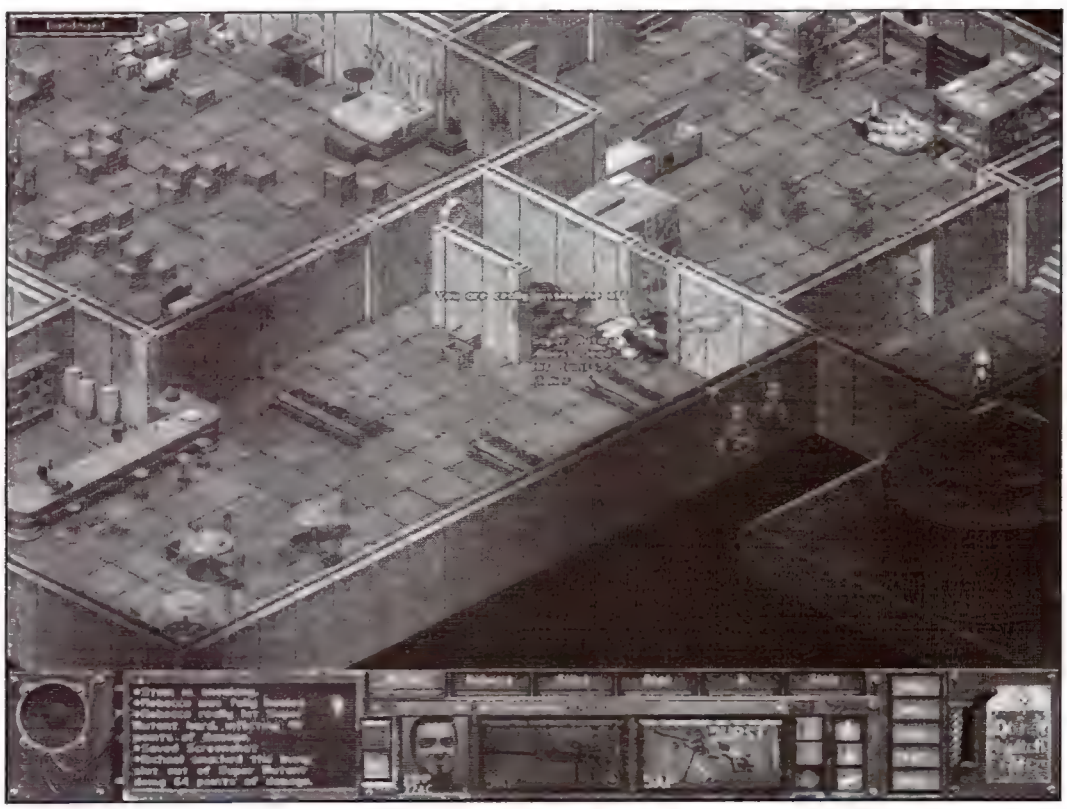


**FIGURE 7.16:** This mutant's determined to get a shot—make sure he gets one...in the head.

Gammorin is next. Open the door to his room by placing a soldier against the wall next to it and then snipe away from the longest distance possible. Gammorin's bodyguards will be easy to kill, but the leader himself won't stir from his favorable position. He'll deliver two speeches instead—a true leader. Rush two Psychos in to get him and the 12,000 experience points that his demise is worth.

Search Gammorin (for a Thompson submachine gun), his chest (which holds a valuable briefcase), and the west wall of the room. The cursor will change when you come across Gammorin's journal written during his Paladin Latham days.

After you've collected all of the loot available, exit the bunker and retrace your steps to the insertion point/extraction area. Decide whether you want to continue shooting Super Mutants on the map, or if you should return at a later date.

## Mission Postmortem

This mission may see you promoted to Knight Commander. The debriefing will mention Super Mutant recruits, and sure enough they'll appear in the squad selection screen. Don't get excited. After all, you've seen how poorly they shoot, and most of them have a trait called Vat Skin, which cuts Perception by one across the squad. A couple of new human Knight Commanders will also become available, but now that your regulars have passed Level 12 they're probably the best of the bunch. The BOS Quartermaster has plenty of Environmental Armor and some new weaponry: M60s. You'll have captured a couple a long time earlier (St Louis), so this is not so exciting.

General Dekker will inform you that you're moving to a new base of operations: the Delta Bunker. You'll have a lot of packing to do, but you also have three vehicles: the APC, the Hummer, and the Scouter. There are more to come....

CHAPTER 8

# The Delta Bunker Missions

Welcome to Delta Bunker. In the missions to come, you're going to fight against two new enemies: the expected robots and the unexpected Reavers. Reavers are technology worshippers, and the best-armed foes that you'll face. They'll provide you with the energy weapons that you need against robots—first unwillingly, then willingly. The turning point comes when you have to come to the Reavers' rescue following a robot offensive.

In between, you'll have the chance to pit your squad against humans equipped with Power Armor. You'll also be able to acquire some suits of Power Armor for your squad. While useful equipment, be warned that they cut a wearer's Sneak skill by 75%. The final Delta Bunker mission concludes with an even more remarkable acquisition—a tank.

# MISSION 12: JUNCTION CITY

You're about to meet the Reavers, a nasty gang that comes with a variety of attractive weapons that you'll want to own. Completing this mission means capturing an immense hoard of weaponry. You'll have to return to Junction City (see Figure 8.1) just to cart the stuff away.

The objectives of this mission will be partly achieved through peaceful means such as healing a sick old man (so that his daughter, an accomplished mechanic, can leave him to join the Brotherhood). You'll also trade for stuff and will see the first regular store in *Fallout Tactics*. Its proprietor offers good deals on happy pies.

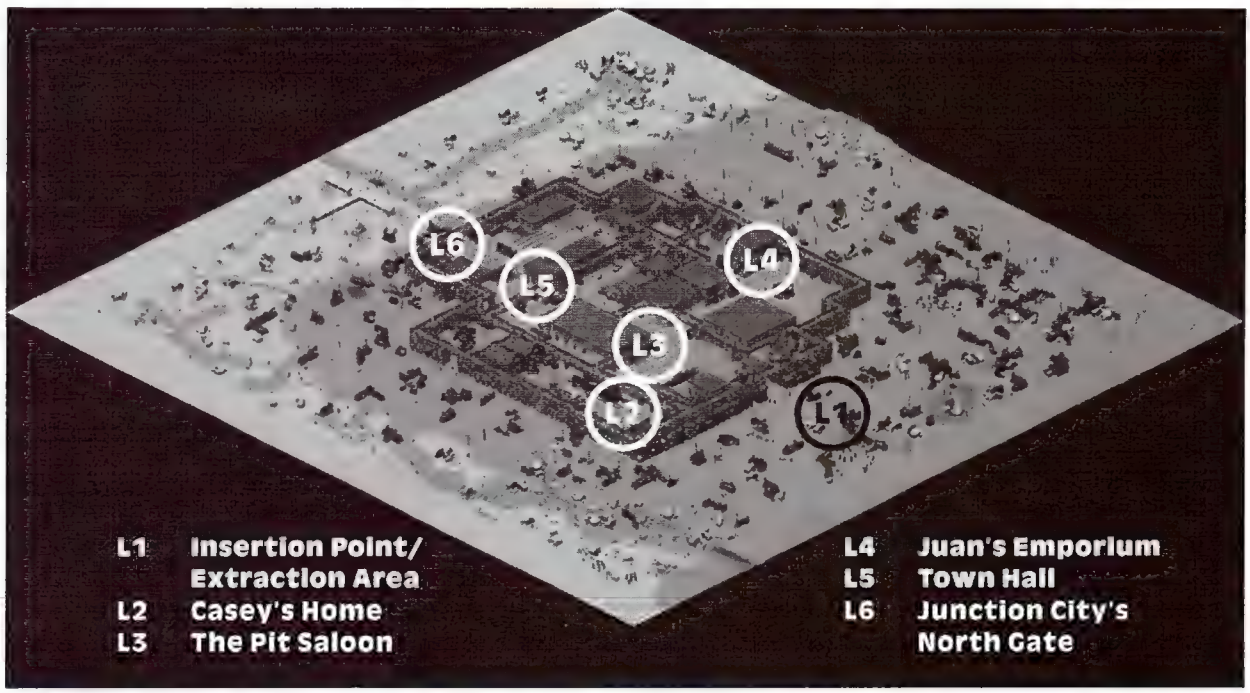



**FIGURE 8.1:** Junction City

**Official Mission Objectives:** In Junction City you must retrieve robot parts and slaughter the Reavers in their camp. Completing the first objective automatically involves the second. Also, make sure that Casey the mechanic joins the Brotherhood. Be sure to plunder every container in Junction City and gain the treasures located in a Giant Rat-infested underground tunnel. This mission eclipses all that went before in terms of the quantity and quality of loot.

**The Situation:** This is definitely a day mission, as you're going to do a lot of shooting at long ranges and you don't want to hit Junction City citizens (with

the possible exception of Chuck the swindler). If you do, they'll turn against you and you'll have to kill them all! The Reavers will attack the town through the north gate at a certain point in time. You can outmaneuver them by attacking first. There's a dangerous minefield between Junction City and the Reaver base that you can use to your advantage. Each robot part acquired means a huge experience point bonus!

**The Opposition:** Plan on facing off against roughly 40 Reavers armed with laser and plasma rifles, M-79 grenade launchers, and Vindicator Mini Guns. Some carry Sniper Rifles and Avenger Mini Guns. Almost all Reavers have plenty of Stimpaks and SuperStimpaks. Focus on bringing them down one by one, but do it quickly!

**Suggested Squad and Equipment:** Three small guns experts with Sniper Rifle/combat shotgun combos and three machine gunners with SAWs will work well in this mission. Take plenty of 7.62mm ammo, as you won't capture as much here as when fighting the mutants. Every member of your squad should have Environmental Armor by now. Retain Metal Armor if the Environmental Armor is too much of a skill point hit. Psychos won't be essential in this mission, but you'll definitely need large quantities of Stimpaks and Super Stimpaks. Fortunately, you'll find meds and First Aid Kits in Junction City. As you'll begin this mission by trading, not fighting, take along all of your ring pulls and items for sale.

# Mission Walkthrough

You begin the mission outside the south gate to Junction City. Set the squad to No Sentry and walk in. A hustler just past the gate will offer you a fake robot part. Turn him down and buy his *Scouting Handbook* instead. You'll finally have the chance to unload leftover AK-47s and SAWs at a good price here. Following that, go north and talk to Mayor Levis in the town hall. He'll offer to give you a robot part if you wipe out the Reavers. Levis's assistant (red dress, next room) will tell you which citizens have the remaining parts.

**WARNING**

**Leave Juan's Emporium for last. Your visit there will trigger an attack on the town by the Reavers. They'll attempt to capture the town hall and Mayor Levis.**

To play things safe, move four soldiers onto the battlements over the northern gate and set them to Aggressive. Keep the medic with your own character and head off to see Casey and her father.

## Blowing Up the Reavers

Casey's father is a whining character stretched out as if awaiting treatment (see Figure 8.2). Have your medic use his Doctor's Bag, leaving Casey free to join the Brotherhood. This immediately wins you a small landslide of experience points.

**FIGURE 8.2:** Hang on there while I get my biggest bandages.

Go to The Pit saloon next. Endure the screams of Angry Rick and talk to him until he suddenly melts and gives you his robot part for free. Go upstairs and search the bookshelf before leaving. You should begin searching the shelves of Junction City at this point, house by house. When you've been everywhere but Juan's Emporium, rejoin the rest of your squad at the north gate.

**NOTE**

**You can descend into the tunnel under the town at any point. One entrance is located in the northwest corner of the map (stairs). The other is a ladder leading down from the top floor of the house west of Juan's Emporium. Be prepared to fight Giant Rats if you descend!**

It's time to pick off a few Reavers with bullets of an appropriate caliber. Park your three soldiers with Sniper Rifles in a crouch behind the battlements atop the city wall's northeast corner and set them on Defensive Sentry (see Figure 8.3). The wrecked cars there offer an ideal ambush spot for your big guns. When everything's set up right, switch your troops to Aggressive; the snipers will start taking potshots at the nearest Reavers (if they don't, try making them stand and crouch after each pair of shots).

**FIGURE 8.3: Shooting up the Reavers from the top of the city wall will win you this mission.**

The Reavers will get understandably agitated at this new development. They'll attack, and some of them will be stupid enough to run into the meat-processing

minefield north of your ambush site. The others will be gunned down by your SAWs. Many will run back and forth like proverbial headless chickens until your snipers finish them off. You should be able to kill off the majority of the Reaver force in this manner without having to move toward the enemy camp in the northeast.

**WARNING**

**Exercise great caution when robbing Reaver corpses in the minefield. Give Psycho to the looter if you can afford it, and pull your other squad members out of the vicinity.**

Once this has been accomplished, have your sniper join the machine gunners and advance toward the camp. Don't wander north of the road running along the city walls! The mines there are invisible and lethal—two or three blasts will kill a soldier, and they'll often go off in pairs.

## The Tunnel and the Robot Head

Follow the safe path marked out by Reaver bodies, squeezing between a car and a wall to approach the enemy building from the south. Beware of surviving Reavers with Vindicator Mini Guns! Stop behind the low stone wall surrounding the Reaver building and shoot it out with enemy snipers on the first-floor balcony of the house. Keep a couple of Sniper Rifles trained on this balcony throughout your advance.

Storming the Reavers' building isn't very difficult; it features a couple of very convenient windows (see Figure 8.4). Go through the rooms in the manner discussed in Chapter 3: Winning at *Fallout Tactics*. Don't forget to kill any surviving snipers on the balcony. Retrieve yet another robot part from the workbench in the house.

Leave the house and end the Reaver massacre with a careful sweep along the northern edge of the map; watch out for hidden enemies. Remember the nearby minefield and stay on the road.

You can now safely explore Junction City's underground tunnel. Instead of green goo, it features several caves in the best Aladdin style, with chests galore. It also has a few Giant Rats, who are good fodder for combat shotguns.

Going through the caves will bring you back to the heart of Junction City. Climb the ladder out and talk to the mayor again to collect his robot part. Finish up by bartering with Juan at the Emporium for his part.

**FIGURE 8.4:** Now you see me, now you don't.

## Mission Postmortem

Total success in this mission means promotion to Junior Paladin. Another Junior Paladin will appear in the recruits' pool at this point—a bald man named John with long gray whiskers and excellent Big Guns and Medic skills.

The Quartermaster will offer a very promising tank shell for sale. In addition, you'll see a Plasma Pistol (probably not worth buying considering the armfuls of energy weapons you've just acquired). If you like big guns best, you'll be overjoyed to finally be able to purchase .50 cal. ammo for the Browning M-2.

# MISSION 13: GREAT BEND

In Great Bend (see Figure 8.5) you finally meet the ultimate enemy—robots! Consider this mission an introduction to your new foes, as the robots here aren't as numerous or dangerous as the ones you'll encounter later. This is partly because most of

them are armed with weapons you've already started to phase out in favor of more powerful types. The (unrecoverable) laser gun built into special Security Robots is deadly, however, so watch for it. The only new weapon in this mission is the Browning Automatic Rifle, which you'll find on a dead civilian.

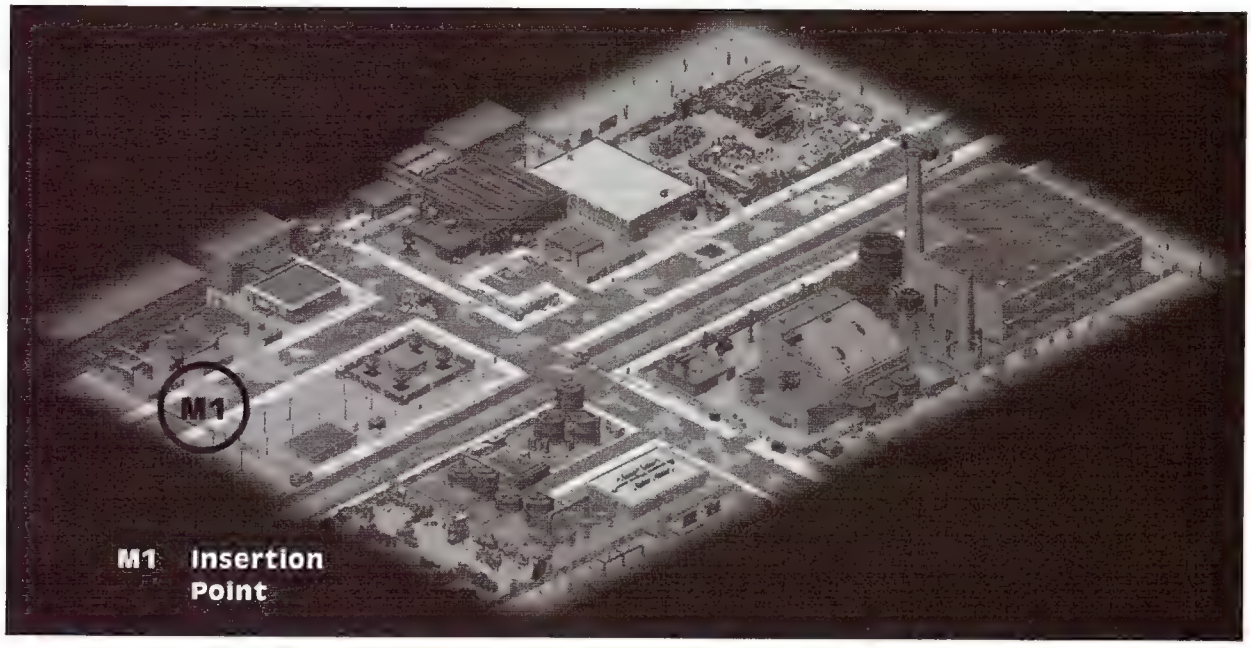



**FIGURE 8.5:** Great Bend

**Official Mission Objectives:** All robots in Great Bend must be destroyed.

**The Situation:** If your squad members can sneak successfully while wearing Environmental Armor, make this a day mission. If they can't, go in at night. Although you'll be fighting in urban terrain, there'll be plenty of opportunities for long-distance sniping. Your squad's effectiveness will be determined by the weapons and ammo you have available (see the following section).

**The Opposition:** Enemy forces consist of roughly 40 robots. These come in several varieties: Humanoid Robots (dangerous), Security Robots, and Load Lifter Robots (extremely dangerous). The single Pacification Robot you'll encounter is heavily damaged; later encounters with this type of 'bot will be much more hazardous.

**Suggested Squad and Equipment:** Hopefully, you've been cultivating your soldiers' Energy Weapons skills, as three energy weapon specialists are required here. The Browning M-2 is the only big gun useful against robots (if you don't have someone strong enough to handle it, take Buffout). There's

finally enough ammo available for this machine gun to make taking it along worthwhile. If you've experienced the Canadian Invasion special encounter, you'll also have a Water Gun and its hydrochloric acid ammo. It works great against robots over short range. The grenade launchers captured from the Reavers are also effective robot-killers. As a last resort, take combat shotguns with 12-gauge slug ammo (purple shell) and the best submachine guns you have with plenty of armor-piercing ammo. You won't encounter mines or traps in this mission.

# Mission Walkthrough

You begin in the northwest corner of Great Bend. Your squad is hidden behind the wreck of a bus for a reason; robots are nearby. Set everyone to crouch and sneak forward to meet Jake, the first of several live citizens in this mission. Make sure you're under cover before you talk!

**NOTE**

**The electrical cables that spark on the ground near your insertion point will probably kill a robot patrolling there. This is a reminder as to who you're dealing with this time, and should set you thinking about the new techniques needed to fight your new enemy.**

You'll see your first active robot the moment you emerge from behind the bus. How you tackle it depends on the firepower you've brought along, and the Energy Weapons skills of your soldiers. Hopefully, you've followed the advice in Chapter 3, and all your energy weapons experts are top-notch marksmen.

## North by East

The city is neatly bisected by a dried-out canal running from east to west. A bridge far to the east provides the only way across. Since your objective is to destroy every robot in Great Bend, there's only one thing to do: embark on a house-to-house search-and-destroy operation.

Your first robotic opponents will be standing in the street. You'll easily be able to sneak soldiers behind empty oil drums and crates to set up an ambush. Switch to Aggressive mode when ready and open fire. If you're using the Browning M-2, remember to put it at the point of your firing line, as it can kill any 'bot with two bursts. Consider feeding Psycho to the M-2 shooter as well as to your most deadly sneak; it will take a lot of risk out of the entire operation.

The second miracle weapon is the Water Gun. It needs two hits as well, but more time (six Action Points per squirt), and it has half the range of the M-2. Traditional weapons—such as the Sniper Rifle and SAW—are nearly useless. The Sniper Rifle works solely as a means of provoking an attack, and for keeping enemy heads down.

**TIP**

**Search all civilian bodies in this mission. Although some won't yield loot, many carry valuable items. One of the first corpses is that of Ripley, whom you freed from the Raiders in Freeport; it has several valuable books.**

Work your way east through the northern part of Great Bend, using teams, high ground, and cover to surprise robots lying in ambush (see Figure 8.6). After clearing the area west of Great Bend's first gate, visit a resident named Noelene, who lives in a pink shack by the canal. You'll find healing items in her bookcase, and she'll tell you about a wounded robot that seems to be in command over the other 'bots.

**FIGURE 8.6:** Rage scores a critical hit on the robot's right leg, crippling that limb and smashing the knee into the next town.

Reassemble your squad before opening the first gate with the switch located in the empty building to the north. Two tough Humanoid 'bots are hiding behind the gate. When you move past it, you'll see three more Humanoid Robots on the other side of the canal. Take note of their weapons and move east. You'll run into two more (lightweight) Humanoid Robots with assault rifles and three (heavyweight) Security Robots in a factory building on the north side of the street. One of the latter has a weak SMG, but the others have deadly lasers. The Browning M-2's long-range capabilities work well here.

A civilian corpse in the Security Robot building has a cute weapon: a unique World War I BAR (Browning Automatic Rifle). Search the office upstairs before moving on. Enter the area behind the Security Robot building and go to the shack with "BOS go home!" spray-painted on the wall. Pick the lock on the door and talk to the locked-in, angry Mike. Search his chest for a *Big Book of Science* (the first of two found in this mission), Psycho, and acid ammo for your Water Gun.

The last two items can be useful for dealing with the inhabitants of the building behind Mike's shack (the northernmost building of the compound). They include two Security Robots and two Load Lifters that can do lethal melee damage. Entice the Load Lifters into an outside ambush with the Water Gun, and then send the soldier with this weapon inside under the cover of laser rifle fire. With so many targets to shoot at, the Security Robots won't be able to kill anyone before they're sliced by the acid.

All that remains on the north side of town is the junkyard. It has several teams of Humanoid Robots placed in strategic points. The first enemy team has three 'bots (two in front, one on the side), while the remaining groupings consist of pairs. Search every nook and cranny for robots and loot; don't forget about an attractive fridge. Leave the junkyard next to the map's eastern edge and you'll be able to talk to foul Gloria, the town prostitute who's celebrating her 50th anniversary in the biz and has attractive drugs for barter.

## South by West

Cross over to the southern half of the city, taking a moment to search the Raider body on the bridge. You'll now have to enter a fenced-in compound through a door framed by two fires burning brightly on the inside (meant to illuminate targets). Open the door and sneak inside with extreme caution. Begin your assault by taking out the nearest robot (its back is turned; it only has a Laser Pistol). The three Humanoid Robots farther on are much more dangerous and better armed. Dispose of the one with the Sniper Rifle by hitting the gas tank behind it.

Sneak west along the side of the eastern factory building. Set up an ambush before venturing around the corner of the structure (see Figure 8.7). where a lone, unarmed Humanoid Robot stands guard in the courtyard. The buildings nearby contain two Load Lifters each. You can smash them with the M-2 or ambush them with the Water Gun—just keep your distance. Search the eastern factory building for loot; it includes a suit of Environmental Armor Mark II.

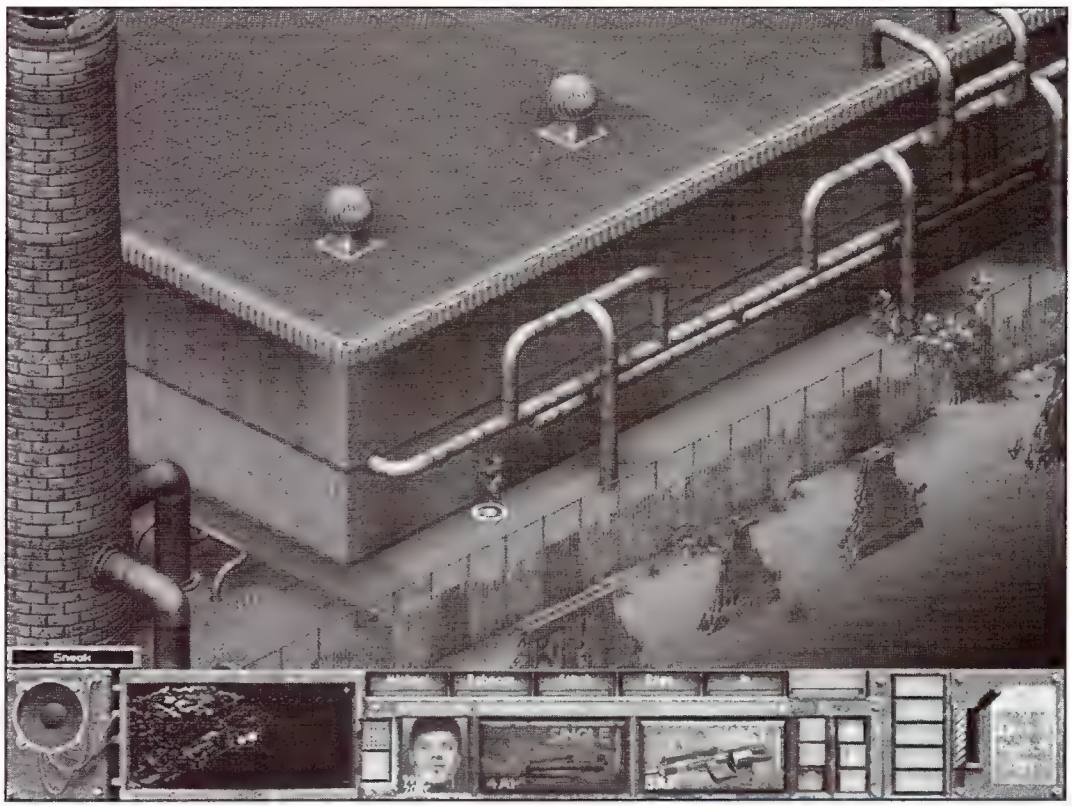



**FIGURE 8.7:** Just tell 'em to come here.

A small building tucked away in the corner of the factory complex is where you'll find the wounded Pacification Robot that Noelene told you about. It's easy to destroy, but the three robots waiting west of the factory fence aren't. They have a Vindicator Mini-Gun, a Sunbeam Laser Rifle, and an M-60. Be ready for a furious exchange of fire when you open the gate by the building with the wounded robot.

Just two more robots are hidden in the southwest corner of Great Bend. This area, which is accessed by blowing up a barricade, contains three hydrogen tanks—identify them before you start shooting! The single Humanoid Robot here is easy to take down. One more lethal Load Lifter can be found to the east, uncomfortably close to the hydrogen tanks; make sure you set up things just right to prevent

disaster (see Figure 8.8). When this last robot is out of the way, the exit grid appears right next to your current location.

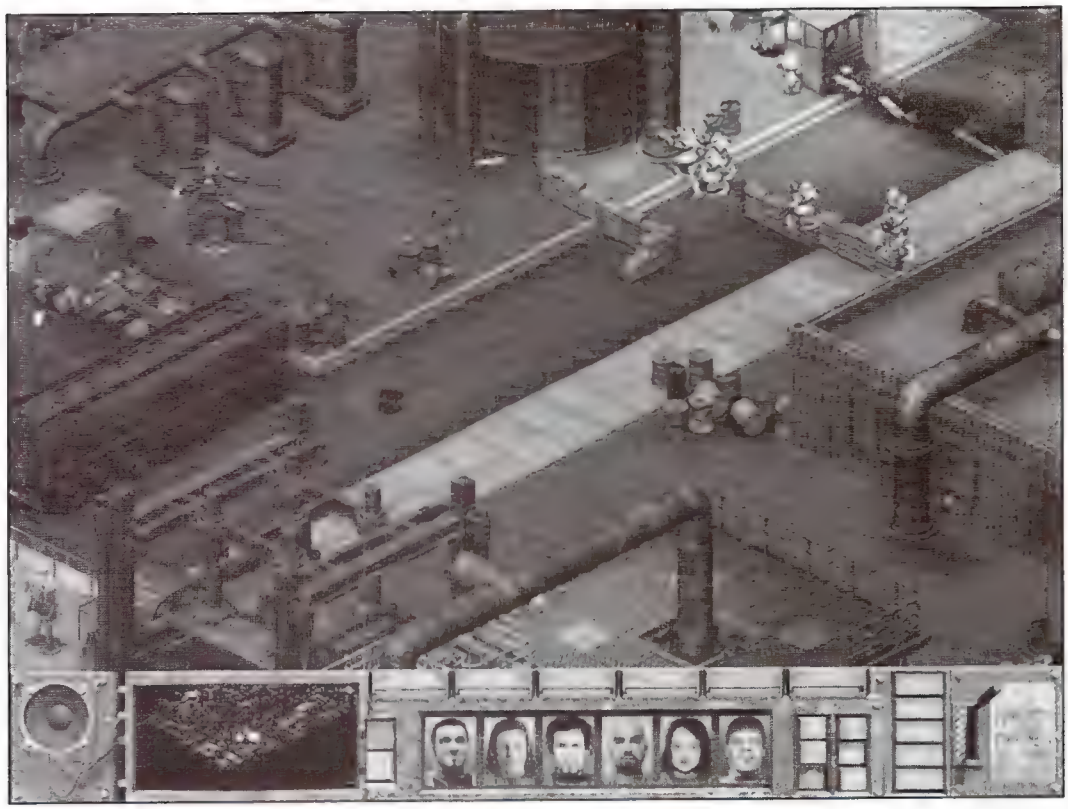


**FIGURE 8.8:** The three small tanks next to the robot contain hydrogen; a hit will evaporate your entire squad.

**NOTE**

Sharp-eyed players will notice a third switch at the eastern edge of the map. It operates a heavy press that can crush anyone or anything attempting to reach that switch, and should provide hours of speculation on the possibilities of setting up the ultimate robot ambush.

## Mission Postmortem

Following this mission, you'll be able to purchase a single suit of Power Armor. More ammo becomes available for the Browning M-2, along with two tank shells (still no tank). There are no changes in the recruit pool upon returning from Great Bend. Don't sell off all the weapons that don't work well against robots, as you'll be fighting humans again in the very next mission.

# MISSION 14: COLDWATER

You'll be fighting humans again in Coldwater (see Figure 8.9). These humans will be armed with the best big guns in the game, and will be wearing the latest models in armor. A lot of the fighting will take place in close quarters indoors, where a misstep can cost you a squad member. Things won't be any safer outside, as the route you'll be forced to take is studded with mines. The terrain isn't friendly. Coldwater is built on the side of a mountain, with four tiers of buildings arranged one on top of another. Make sure you examine the PIPBoy mission map.

A couple of side quests can earn you valuable items and many experience points. One is yet another variation of the damsel in distress theme; the other features a surprise ending that could leave you questioning the values espoused by the Brotherhood of Steel—and make you realize how easy it is to do the wrong thing.

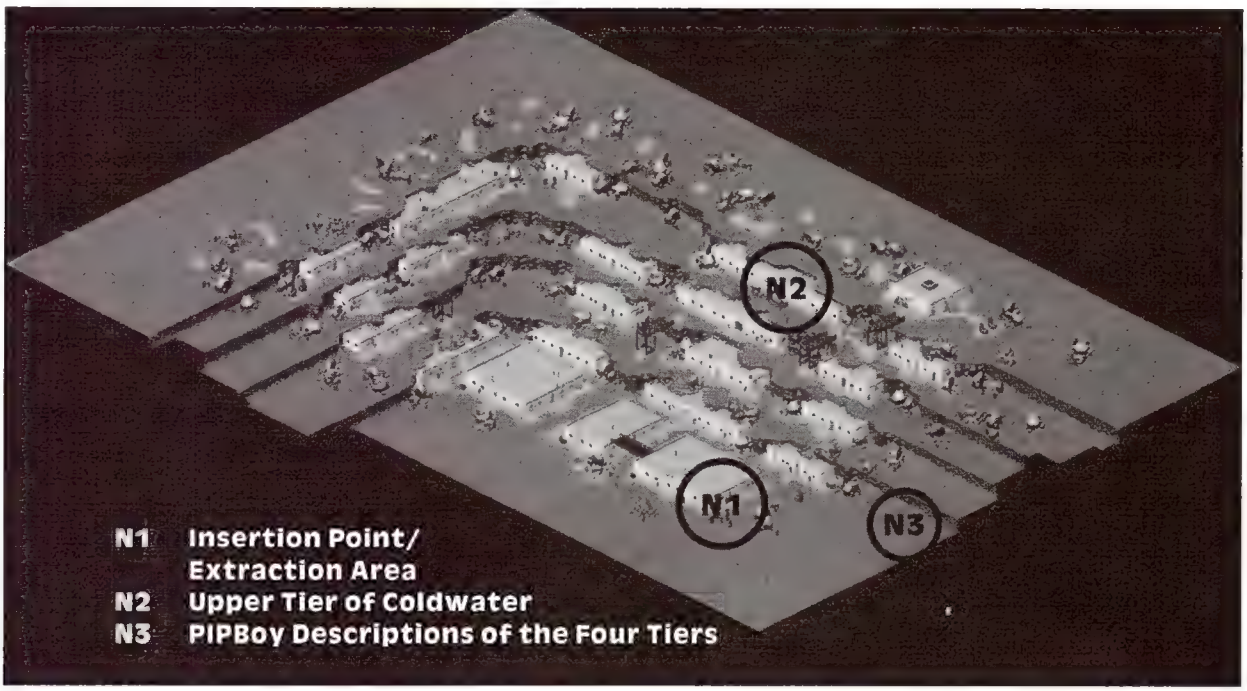



**FIGURE 8.9:** Coldwater

**Official Mission Objective:** Three suits of Power Armor—which miraculously remain intact after you've killed the persons inside—must be returned

to the auditor. The items contained in Brotherhood crates scattered throughout the map don't count; you can use them or leave them. You just have to carry the three Power Armor suits in your inventory (other squad members can carry them too).

**The Situation:** Difficult. You might think that after robots, humans will be a piece of cake; it isn't so. Start this mission early enough to have daylight help you spot the mines on the fourth tier of Coldwater. The town has a casino and a cockroach racetrack, meaning that you'll finally be able to indulge in some gambling. The two side quests involve rescuing the sister of one of the town's residents, and carrying out a hit for a local mafioso.

**The Opposition:** The enemy ranks here consist of roughly 30 gangsters equipped with the latest in armor and big guns. Expect to face Browning M-2s, SAWs, Rocket Launchers, Sniper Rifles, a Flamer, etc. You'll have to disarm or blow up numerous T45E mines, and negotiate booby-trapped doors.

**Suggested Squad and Equipment:** Buy the lone suit of Power Armor from the Quartermaster and give it to your best big gun specialist along with a Browning M-2 and plenty of ammo. You need a very good Traps specialist, a lockpicker, and a super sneak. All the members of your squad should be excellent shots; outstanding small guns specialists are very useful in this mission. Take along Sniper Rifles and combat shotguns with 12-gauge slugs. Submachine guns will need both JHP and armor-piercing ammo. You need at least one Psycho (preferably two), a minimum of three Super Stimpaks per soldier along with a dozen Stimpaks each, and a Buffout if your Browning gunner has a Strength score less than 7 (note that Power Armor increases the wearer's Strength by two).

# Mission Walkthrough

This mission begins in the southwest corner of Coldwater. The Brotherhood auditor is standing nearby; talk to him if you want to be shouted at. Scroll around and read all of the descriptions available through the PIPBoy map before proceeding.

Sneak into town and have a perceptive character climb onto a roof to get an idea of the opposition's setup. You may even be able to kill some of the enemy soldiers before entering the first of the four linked tiers of buildings that comprise the town (see Figure 8.10).

**FIGURE 8.10:** **Sniping from rooftops can weaken the opposition you'll be facing later.**

## The Cockroaches and the Casino

Go through the second or third doorway on the east side of the street to enter the multilevel labyrinth that constitutes much of Coldwater. The third entrance features a little square with a staircase beyond guarded by two gangsters with an M-16 and a Neostead Combat Shotgun. Kill them before exploring the rest of the tier.

You'll next discover a cockroach racetrack surrounded by excited gamblers. The aloof character standing to one side is Don Vincenzo, the local wiseguy. He'll offer you drugs to carry out a hit on Ma Baker, who reportedly owes him money. Think twice before taking this assignment—things are not what they seem. The rest of this tier contains nothing of importance.

The second tier boasts a bar and a casino. Upon climbing the stairs, turn right and go to the bar in search of Simon Dudley (see Figure 8.11). He'll beg you to rescue his sister Adele, who has been kidnapped by a lustful warrior, and show you to the room where she's being held. Storm the room with single-shot weapons—you don't want to kill Adele along with her captor! Simon will reward you with 30 rounds of 7.62 mm ammo and, more importantly, with 10,000 experience points.

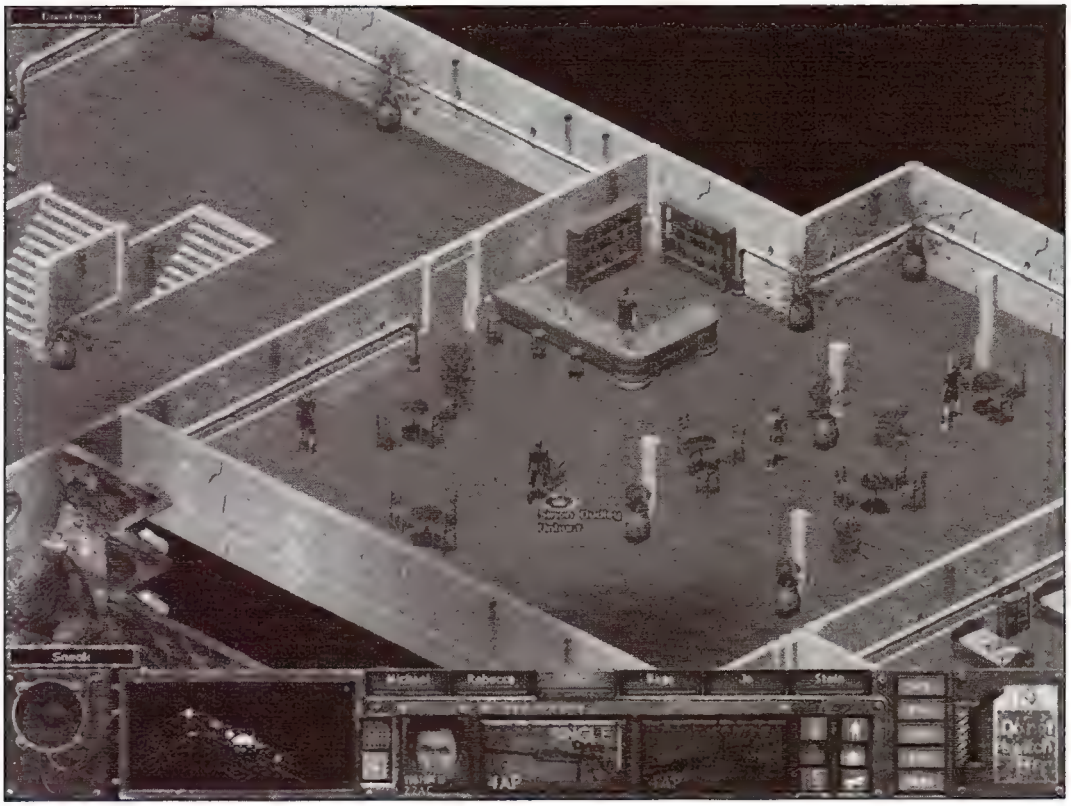


**FIGURE 8.11:** Kidnapped sister? You'd better make it worth my while.

You have to go outside and then in again to take the gangsters out. After doing that, replenish your 12-gauge slug supply from the crate. You don't need the heavy Avenger if you've got a Browning M-2.

**TIP**

**A room to the south contains a Brotherhood crate with an Avenger Mini Gun, a shotgun, and 12-gauge slugs. It's being guarded by gangsters with a M-60 and grenades.**

It's now time to hit the casino. The large chamber between the bar and the casino contains three gangsters. Take care of them and then make your way through the gambling rooms. Another two gangsters wait beyond the casino's back entrance, while the rooms past this contain two Brotherhood crates with a Browning M-2 and various types of ammo, including 0.50 cal.. They're guarded by another gangster with an M-60.

Go back to the bar where you found Simon and climb the stairs to the third, residential tier. Ma Baker and two companions are in the room just off the staircase.

Be careful of using auto-fire on her, as you could hit civilians standing in the bar below. Set up ambushes in the doorways before carrying out the hit. Various unsavory characters will come rushing to aid Ma, whose demise carries a bonus of nearly 4,000 experience points (plus Don Vincenzo's drugs). There are three gangsters in the rooms south of Ma Baker's, and another three to the north. Some of them have grenades, others have melee weapons.

**TIP**

**Keep your soldiers standing and ready to run away. Retreat at the right moment and grenades thrown at your troops will likely hit the gangsters attacking with melee weaponry.**

The rooms north of Ma Baker's contain a staircase leading up to the fourth tier that's being defended by gangsters with two M-60s and a Rocket Launcher. Make a quick foray into the residential rooms in the northwest to retrieve presents hidden in a cabinet.

## Power Armor x 3

The fourth tier is very hazardous. The room you enter from the staircase is empty, but the long corridor beyond is patrolled by three gangsters. One of them wears the first Power Armor suit and is armed with a Flamer. Set up an ambush from the room off the staircase and draw the enemy in with a few rounds from a Sniper Rifle. Make sure you take out the Flamer-wielding gangster quickly! It's good to have a soldier cover the doorway to the corridor with the Browning M-2.

There are no more dangers lurking in the long corridor; there are plenty after you pass through it, though. One sniper is perched directly over the doorway you'll emerge from, while a second is situated on the roof of the house to the south, watching over a long stretch of ground saturated with mines. A good sniper of yours can neutralize these enemy soldiers, but the mines are a serious threat. Lead with a Psycho character, keeping the rest of the squad well behind (the mines have a big blast radius) and moving just a few steps at a time.

Explode or disarm all mines. They're hidden well, so it will take some time before you get close to the southern two buildings on the fourth tier. The approach is blocked by two dangerous gangsters with machine guns (see Figure 8.12). Send your Psycho Browning after them.

**FIGURE 8.12:** Send a Psycho with a Browning around the enemy flank.

The first of these two buildings is the town hall. Inside are Guldo Sciava, leader of the gangsters, along with four bodyguards and another suit of Power Armor. The double metal doors leading to him from the outside are booby-trapped. If you can disarm the trap, do so and leave a couple of soldiers by this door. Either way, enter the southernmost building (power generators) prepared for a shootout with a gangster equipped with Power Armor and a Browning M-2; he's assisted by a pal off to the side. The connecting rooms inside are defended by another M-2-wielding gangster behind sandbags and two more with a SAW and a combat shotgun.

Storm the town hall; it's much easier if you've disarmed the booby trap on the steel doors and can enter from two directions simultaneously. Guldo is front and center on his own, but two gangsters are tucked behind sandbags in the room's far corners, and two more are by the southern wall. Kill everyone and go home. The insertion point will turn into an extraction area upon killing Guldo and recovering the third suit of Power Armor.

### Mission Postmortem

The post-mission briefing will reveal that Ma Baker was none other than Paladin Klotz of the Brotherhood of Steel's Urban Squad. No grim consequences ensue, however. There are no new recruits available, and the Quartermaster has no new weaponry. There are now six tank shells, however. Surely this tank must be coming soon...

# MISSION 15: NEWTON

Your mission to Newton (see Figure 8.13) features familiar villains—the robots—and new allies in the Reavers. Everyone's been taking a beating from the robots, and are consequently flocking to the Brotherhood of Steel. The Reavers' change of attitude means that you'll have the prototype of the ultimate weapon against robots: the Pulse Rifle. As previously mentioned, you'll also acquire a tank, which is unexpectedly the most powerful vehicle in the game.

If you take the time to search the map thoroughly, you'll also find Pulse Grenades, which are devastating when employed against robots. Start collecting Pulse Grenades now, as you'll need every single one of them in the game's final missions.

**Official Mission Objective:** In Newton you must get all four Reaver Elders to safety and retrieve the Pulse Rifle prototype. Meeting the first objective almost automatically means accomplishing the second. Your unofficial objective is learning how to fight with a tank.

**The Situation:** Make this a daylight mission; you'll encounter a couple of new robot varieties, and the surprise effect that they'll have on your troops will be doubled at night. Using the tank effectively can make this mission almost a pushover, but you have to figure out how to use it first.

**The Opposition:** About 40 robots. The familiar models have been supplemented by Hover Robots (which fly and fire rockets) and Scurry Robots (which burrow underground and spring out upon sighting a target to inflict deadly melee damage). There'll also be a Tank Robot that you can face off against in a tank duel if you like. You'll also run into booby traps, mines, and fairly lethal gun turrets.

**Suggested Squad and Equipment:** Buy the second suit of Power Armor from the Quartermaster and immediately equip a second big gun specialist with a Browning M-2. Naturally, take along energy weapon experts, a driver, a repair specialist, and the obligatory medic. You won't need excellent sneaks to succeed in this mission, although of course they're always useful. A lockpicking pro isn't necessary, as any locked doors you'll encounter in this mission have been locked permanently. Two Psychos make this a no-lose mission, though be sure to equip each with half-a-dozen Stimpaks. Soldiers without Psycho should be seated in the tank whenever possible (it seats only five). Two Browning M-2s and two Laser/Plasma Rifle-wielding combos are enough to win this mission, although you should take along more energy weapon experts if possible. Taking a Toolkit is optional, though it can be of some assistance in fixing the tank at the start of the mission. Carrying the six tank shells on offer from the Quartermaster is optional, too, but makes the mission more enjoyable (save a couple of shells for future missions). Take along plenty of 0.50-inch ammo if using M-2s.

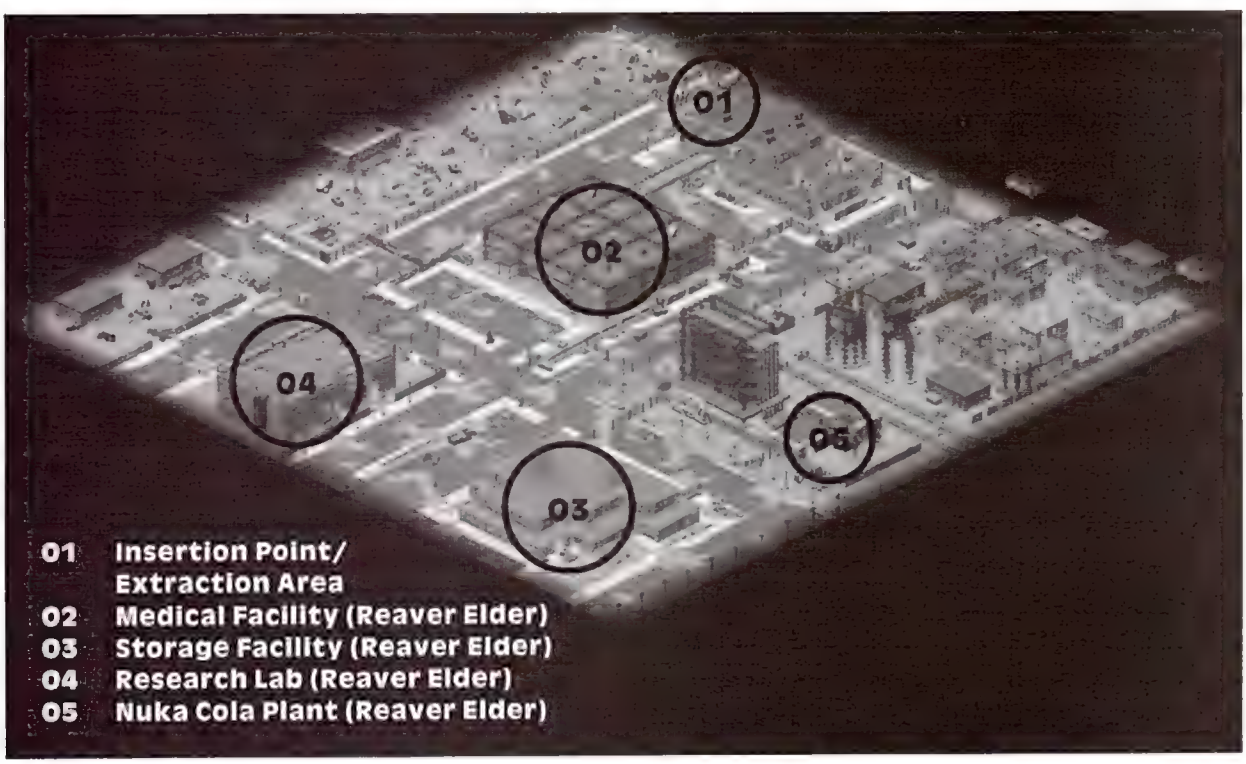



**FIGURE 8.13:** Newton

# Mission Walkthrough

You begin in the northeast corner of the battlefield. The numbering of Reaver Elder locations on the PIPBoy map suggests going from east to west, moving south, and then turning back east along the southern edge. Of course, you'll do things differently, because the only spot where your tank can squeeze through on the way south is an opening in a fence right by the eastern edge of the map.

## Getting Real Armor

The first thing you'll want to do is get your hands on that tank. It's parked on a road between the factory building immediately to your south and the Reavers' medical facility. The tank has just 85 hit points left out of its 395 maximum total. Repair it immediately, by using either the Toolkit that you brought along or the Super Toolkit carried by one of the two Humanoid Robots hiding in the building immediately to the south. They have a Vindicator Mini Gun and a Laser Rifle, so it's strongly suggested you feed your favorite big gun expert a Psycho and let him loose with the Browning M-2.

After the battle, order your repair specialist to work on the tank immediately. While this soldier is occupied, search the workbench in the upstairs office in the newly captured building. When you're finished looting, take the door leading onto the roof of the factory part of the building. Beware of the Humanoid lurking to the left of the entrance and the two Scurry Robots parked on the roof. Lead with the Psycho-enhanced soldier armed with the Browning, backed by a couple of marksmen with energy weapons and the Water Gun (if you still have some acid). As a last resort, the Scurry 'bots can be outmaneuvered by running quickly to climb the ladder leading onto the office roof.

You can now enter the glass gangway between the factory roof and the medical facility. The door leading into the medical facility hides a Scurry Robot, so be on your guard. Scroll around a little and you'll spot a Hover 'bot apparently sleeping in a room directly across from the gangway entrance.

Further on you'll find Glenda Close, a Reaver Elder who does double duty as a medical officer (see Figure 8.14). Don't explore the rest of the floor right now unless you're feeling exceptionally plucky, as two Humanoids are lying in ambush in the corridor behind Glenda's room. The door leading to that corridor is both booby-trapped with explosives and permanently locked. If you really need the extra

Plasma and Laser Rifles wielded by the Humanoids, go the long way around to get at them. Before doing anything so adventurous, though, be sure to lead Glenda to safety near your insertion point.

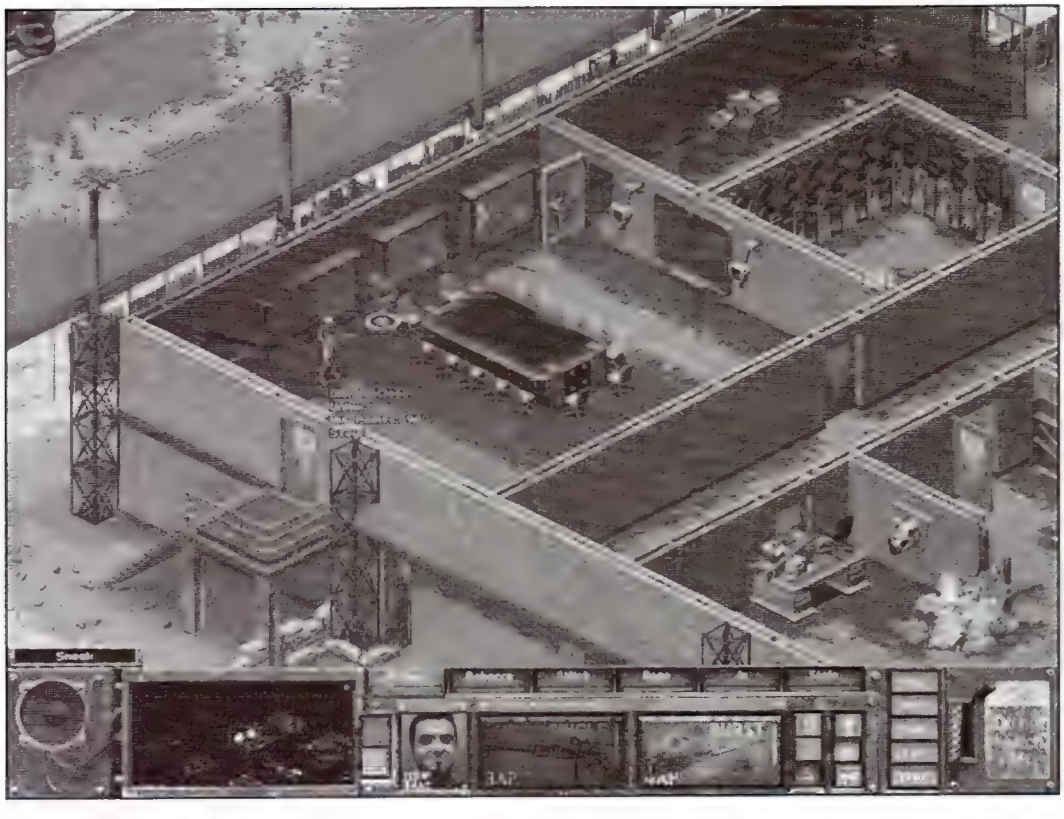


**FIGURE 8.14:** The unbelievably ugly Glenda declares her love for you later.

**TIP**

**You can take whatever you want from any Reaver Elder's inventory (Glenda has five Stimpaks, for example). However, make sure that they aren't sneaking when you park them at the insertion point. If a Reaver Elder is set to sneak, he or she won't deliver a little speech that officially ends your escorting job. No little speech ending the escort means that other Reaver Elders will refuse to come along when found.**

While your Psycho Browning soldier is busy rescuing Glenda, your repair expert and driver should have gotten the tank moving again. First, take it for a short drive back and forth along the road leading to your insertion point and destroy any

Scurry Robots that erupt from the ground. Next, maneuver the tank patiently into the strip of dirt between the factory and the factory fence. It takes a bit of time, but eventually you'll be able to guide it onto the road running from east to west right across the map. Head toward the gap in the fence, making sure that you've got five soldiers inside and ready to shoot as soon as you squeeze through. Keep your Psycho with the Browning M-2 behind the tank to provide valuable fire support.

## The First Tank Battle

A furious battle will begin the moment that your tank gets through the gap in the fence. A Hover Robot and a Security Robot are the first to move into action, followed by others. The Tank Robot will try to join the party, but being parked between fences north of the east-west road causes it pathfinding problems.

To make those problems unsolvable, move your tank so that it's directly on the other side of the fence but some distance away from it. The Tank Robot will move back and forth in frustration, occasionally passing into your tank's line of sight. By that time, you'll have successfully massacred all the other 'bots in the area (five guns firing from a tank!), and you can afford to wait until successive hits put the Tank Robot out of action. You don't even need to use the tank cannon, as Laser Rifles will do the job just as well (see Figure 8.15).

At this point, take your tank for a ride along the road. Head west and blast every robot you see. Maneuver it south of the storage facility until you're able to hit the turrets guarding the building's ground floor. Return to the center of the map and turn south, driving the tank between the Nuka Cola plant and the Reaver barracks in the southeast. The barracks contain two Security Robots parked south of a building with a very attractive pot filled with Pulse Grenades. Don't bother looking for more 'bots or presents in the Reaver barracks.

It's now time to pick up General Rodger Adair, the second Reaver Elder. The shack with the Nuka Cola sign east of the Nuka Cola plant hides six Scurry Robots that will spring out the moment that they see your conquering tank. There are no robots in the plant itself, just Reaver guards.

**NOTE**

**A chest located by the road between the Nuka Cola plant and the research lab contains ammo for the Browning M-2 and acid for the Water Gun.**

**FIGURE 8.15:** Your first tank battle will probably be easier than you expected.

Get the Reaver general to join Glenda and then proceed west along the southern edge of the map. Two Humanoid Robots are parked astride the road between the plant and the research lab; mow them down with the tank. Send a soldier into the lab and down the ladder into the basement to locate Tobias Peste, the third Reaver Elder. He's a scientist who will give you the key to the safe by his side. You're now the proud owner of a Pulse Rifle prototype!

## Beat on the 'Bots

While you still have to rescue the fourth Elder, the Reaver ambassador, the remainder of your mission to Newton becomes a pleasant robot-hunting romp. Head to the storage facility. If the ground floor turrets there remain active and you can't be bothered to drive, use the Psycho soldier toting the Browning to clear the way.

Enter the structure and walk up the stairs to the next floor. The ambassador can be found cowering in a room right by the staircase, making it unnecessary to deal with the mines strewn on the other side of the stairs. Neither do you need to climb to the roof, as you won't find anything there apart from a switch and a third

turret (flipping the switch turns off the power in the building and shuts down the third turret, so that you can destroy it at your leisure).

Lead the Reaver ambassador back to the insertion point to conclude the mission. If you like, you can go back and clean Newton of its robot presence. There isn't much of it left, though. In addition to a few 'bots still lying low in selected buildings, the dirt strip along the northern edge of the map contains a Humanoid with a Plasma Rifle and two hidden Scurry Robots, plus a chest with a couple of presents (see Figure 8.16). Though this doesn't sound very attractive, gunning down Newton's remaining metallic occupiers will net you a few more experience points and let you see what a Pulse Rifle can do.

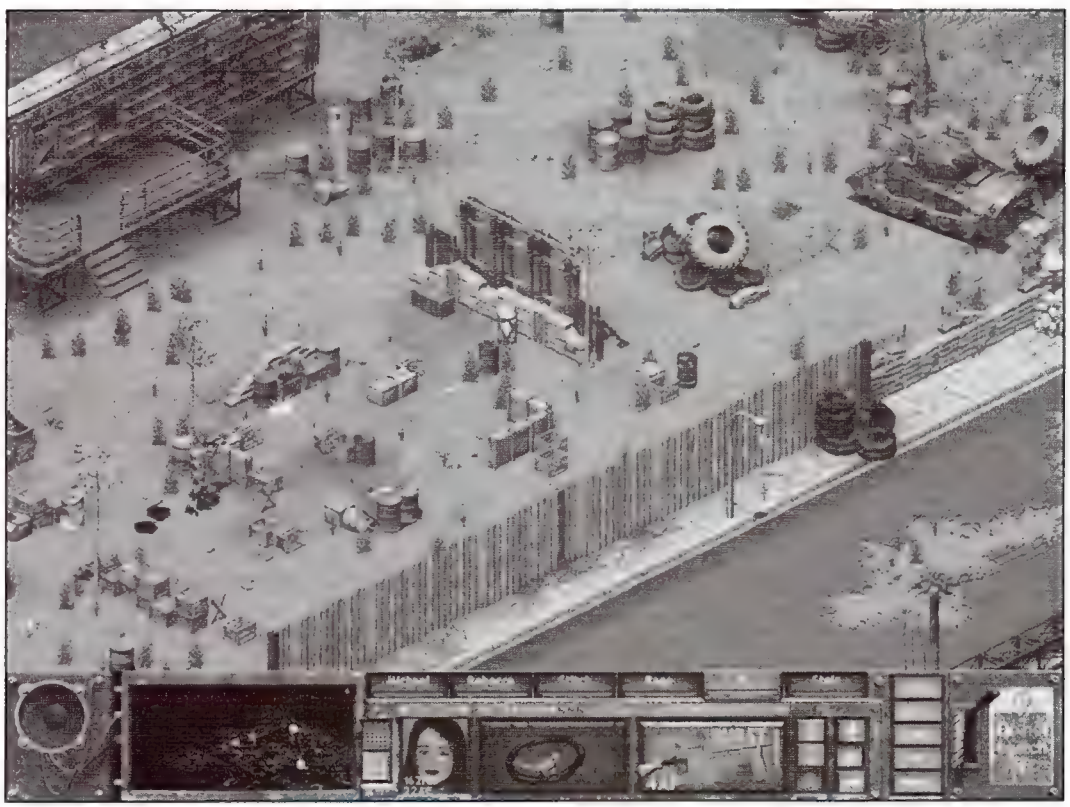


**FIGURE 8.16:** It's all fun and games once you've got that tank.

## Mission Postmortem

Total success in Newton means promotion to Paladin. However, the only new recruit to make the roster is a civilian Reaver named Mac. The Quartermaster will feature a sharply improved supply of ammo, including new electrical rockets for the Rocket Launcher, 12-gauge EMP shells for shotguns, and a new supply of tank shells. No new Power Armor suits will become available.

CHAPTER 9

# The Epsilon Bunker Missions

Sparse, makeshift, and forlorn, Bunker Epsilon stands alone in a land of mechanical terror. Your battle-hardened squad arrives having confronted the Calculator's forces twice and survived, a rare feat even among the Brotherhood of Steel's most skilled warriors. Morale is low, but your recent victory in Newton may have secured the Brotherhood the edge it needs to begin the offensive push toward the legendary Vault Zero.

After your briefing, you are presented with two missions. Visit Canyon City first and save Buena Vista for later. Upon the completion of Canyon City, the Quartermaster will make your second suit of Advanced Power Armor available. This will be key in several of Buena Vista's tough encounters.

These walkthroughs have been prepared by a pair of Interplay insiders, Chris Buskirk and David Peters. Don't be surprised to find that the following chapter features a few differences in approach from the walkthroughs for the first 15 missions.

# MISSION 16: CANYON CITY

When a Brotherhood soldier is caught without a Stimpak, it'll soon be time to find a new recruit. When a robot is reduced to scrap, however, it is brought to Canyon City (see Figure 9.1) to be rebuilt and redeployed as deadly as ever. The Brotherhood can't be victorious while the Calculator's forces hold the advantage of being able to recycle its soldiers.

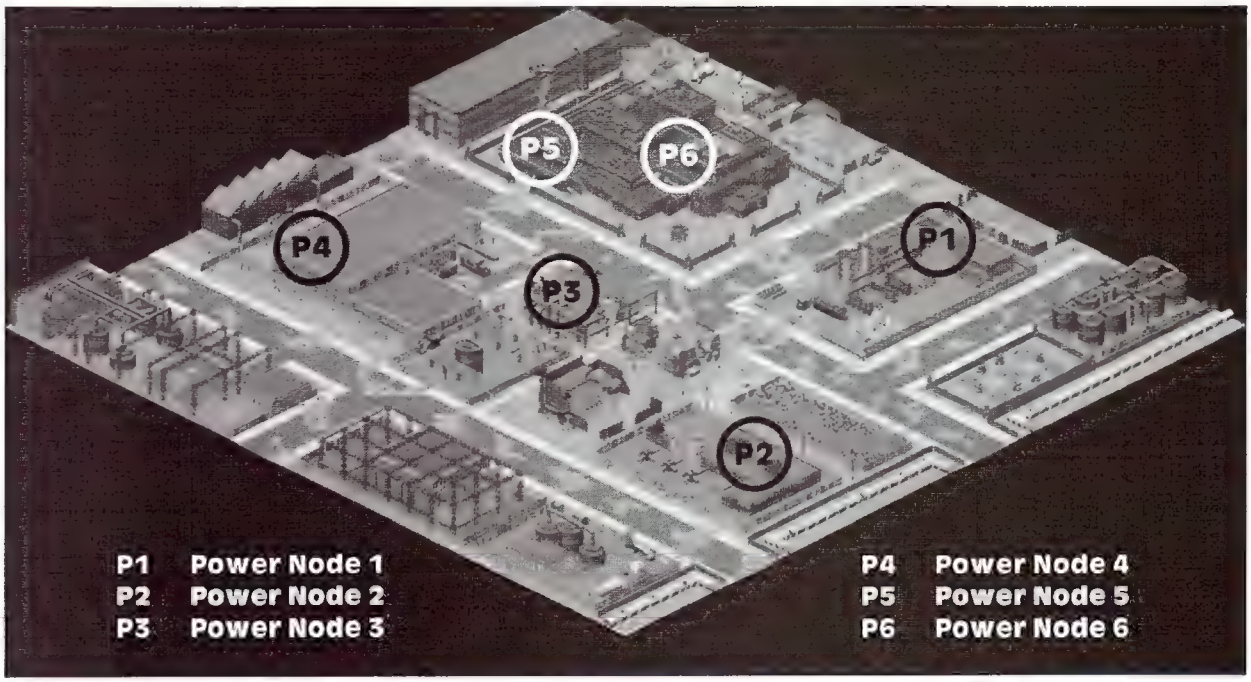



**FIGURE 9.1:** Canyon City

**Official Mission Objectives:** Your primary objective is to destroy all six power nodes, simultaneously. The retrieval of any available information on your enigmatic foe, the Calculator, is your secondary objective.

**The Situation:** As stated in your mission objective, the key point here is to destroy all of the power nodes at the same time. If you don't, they'll repair each other after they have been "destroyed." Accomplish this with the remote charges gathered in your first encounter of the mission. There is little chance for surprise in this mission, as you'll be charging headlong into combat around every turn. This shouldn't worry you: If you approach your objectives from the right angle, and get off the first shot, you'll have all the advantage you need. Be sure to loot everything! The Advanced Power Armor that you'll buy after this mission requires a good deal of Brotherhood scrip.

**The Opposition:** All of your favorite mechanical foes return, along with a new and deadly construction, the Pacification Robot. Your primary concerns in this mission lie with the half-dozen Humanoid Robots armed with Vindicator Mini Guns and deployed throughout the city.

**Suggested Squad and Equipment:** By Mission 16, energy weapons are no longer a luxury, but a necessity. All squad members should be skilled in the use of energy weapons by this point. Each soldier should have obtained level 18 by this point, giving you three chances to gain Energy Weapons as a tag skill. Two very useful squad members to consider bringing along are Stoma (Senior Squire) and Alice (Knight). Both have Big Guns and Energy Weapons as tag skills. Regardless of whom you sign up, arm one character with the Pulse Rifle Prototype you obtained in Newton, and the rest with Plasma Rifles. Don't worry about ammunition; you'll gather enough here to last you through Mission 18. In addition, two squad members should have Browning M-2s (acquired in Mission 14), which are very effective in dealing with robots. If not, the Vindicators you find should suffice.

# Mission Walkthrough

Move through this mission in the order laid out by your PIPBoy map. The insertion point is located very close to your first objective, and combat will ensue soon after you arrive. Run your whole squad northeast until everyone is in range to fire at the first Humanoid Robot. If the maneuver is properly executed, you should be able to neutralize it before it can get off a single burst with its Vindicator.

Quickly crouch and focus all of your squad's attention on one 'bot at a time. Most will go down with 3–5 hits from an energy rifle. Pay close attention to the Humanoid with the Gauss Pistol; make it your primary focus once it joins the fray. When the dust settles, you should have few injuries. Loot all of the bodies to obtain remote detonation charges, as well as a remote detonator.

**TIP**

**Don't bother equipping the Gauss Pistol. It does little damage to robots, and you'll want every precious round of 2mm Energy Cells once you reach Mission 18 and obtain the most devastating weapon in the game.**

## The Streets of Canyon City

Enter the door to the old mill in the north and battle the patrolling Scurry Robot. After eliminating all of them, plant two charges at the base of the power node in the shed. Exit through the door you entered and head southwest to an archway next to your insertion point. Head up the alley there and ambush four Humanoid Robots in the vicinity. They should be no problem for you. Once they've been destroyed, you'll hit serious paydirt: they hold nearly 2,000 Fusion Cells.

Proceed further southwest, toward your second objective. Enter via the southwest door (see Figure 9.2). You'll need to flip the switch to unlock the door. This has the added benefit of disabling the turrets. Destroy the turrets, and then plant your charges. You may need to flip the switch again if the large sliding doors are closed.

**FIGURE 9.2: Enter from the back if you don't want to be pumped full of lead when the turrets spot you.**

Move back northeast the way you came toward objective three. Beware of the Hover Robots just outside your location. After planting your charges there, move

on to objective four, the abandoned Nuka Cola plant. Overwhelm the paltry defenses there and you'll be able to plant the fourth set of charges.

**NOTE**

**While there's no need to clear out the street west of objective four, it's worth the work for the additional loot and experience points.**

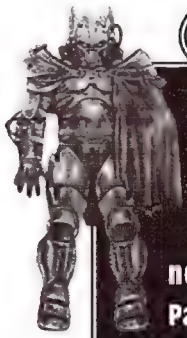
## Take Them from Below

Just outside of the Nuka Cola plant (see Figure 9.3) is a ladder leading to an underground passage. Proceed cautiously down the ladder and kill the Load Lifter in the hallway. Head east down the hall to the robot door. Behind this door lies a dangerous rocket turret. Either hit it with Plasma and EMP Grenades as soon as you enter the room, or have one squad member open the door and duck behind the wall for safety while your other soldiers take the turret out from long range.

**FIGURE 9.3:** Hit them low and hit them hard.

Once you've eliminated this threat, move up the stairs and pick the lock on the door. Make sure everyone has full Action Points before proceeding into the hallway. Immediately fire at the Tank Robot at the end of the hall. You should be able to get off two shots from each of your squad members, which should be plenty to reduce it to a pile of twisted metal.

Move north up the hallway and objective five will be to your left. Take out the Security Robots in the room and then plant your charges (you're almost there). Enter through the door at the north end of the hall, walk down the hallway, and then proceed into the next room. Go up the flight of stairs and then get set to fight.



**NOTE**

**If you love a good battle, head out the front door instead of the underground tunnel when you're finished with the power nodes. You'll face the deadly Pacification Robot, four Humanoids with Vindicators, and two rocket turrets. Both of these turrets can be disabled via a switch along the wall just outside the door.**

As soon as you open the door to the south, a Humanoid with a mini gun will open fire on you. Send your big gunner in with his Browning M-2 to make short work of this adversary. Now nothing stands in your way but a few Scurry Robots in close quarters with power node six. Plant your final charges around this node, step a few feet away, and then trigger them with the remote detonator. Next, you can quickly complete the secondary objective by accessing all three computer terminals on this floor (see Figure 9.4). You can now proceed out of the building the way you entered, and exit at the end of any street on the map.

## Mission Postmortem

This is the turning point in the war against the robots. You should be either level 19 or 20 when you return home from Canyon City, and ready to storm Buena Vista. There are no new recruits yet, but you're just one mission away from the prestigious rank of Paladin Commander. If you haven't already done so, dedicate some points to your Outdoorsman skill. It's best to avoid the frequent random encounters on the long journey to Buena Vista. Most yield little experience and use plenty of ammo.

**FIGURE 9.4:** We all learn why it's important to back up your data.

# MISSION 17: BUENA VISTA

Mission 17 is as simple and as straightforward as it gets. Buena Vista (see Figure 9.5) is a prime center of operations for the robot forces, so all you need to do here is wage a search and destroy campaign. The town encompasses a nuclear reactor and a robot manufacturing plant. You've already disabled the robots' ability to repair themselves, now you'll ensure that they can't build any new ones.

**Official Mission Objective:** You have to destroy the nuclear reactor and the robot manufacturing plant.

**The Situation:** Your forces will be overwhelmed from the beginning. The Brotherhood has never been about winning wars of attrition, so deadly strikes of surgical precision are the only recourse in the face of such tough odds. You arrive just in time to witness a grim picture of things to come—the annihilation

of the elite Grail Squad led by Paladin Lancelot as it attempts to force entry into the robot stronghold. Radiation from the reactor has made it impossible to gain PIPBoy surveillance of the area. So you will begin this mission blind, outnumbered, and headed into the unknown.

**The Opposition:** You will be introduced to the massive Behemoth in this mission. Its size, strength, and dual .50 cal. cannons make it a force to be reckoned with. Expect to be drawn into ambush after ambush. On the exterior of the base, snipers will fire at you from great distances while you attempt to deal with the relentless strikes of Scurry Robots. Inside, the Calculator will mass large groups of robots to surround you, making burst weapons dangerous in continuous turn-based play. All in all, this is a very challenging mission.

**Suggested Squad and Equipment:** You should deploy your squad in almost the exact same fashion as you did in Mission 16. In addition to the energy rifles and Browning M-2s, you might want to bring along an automatic shotgun (the Pancor Jackhammer comes to mind) with EMP shells, as well as about 12 T45LE mines. Everyone in your party should now be outfitted in a model of Power Armor.

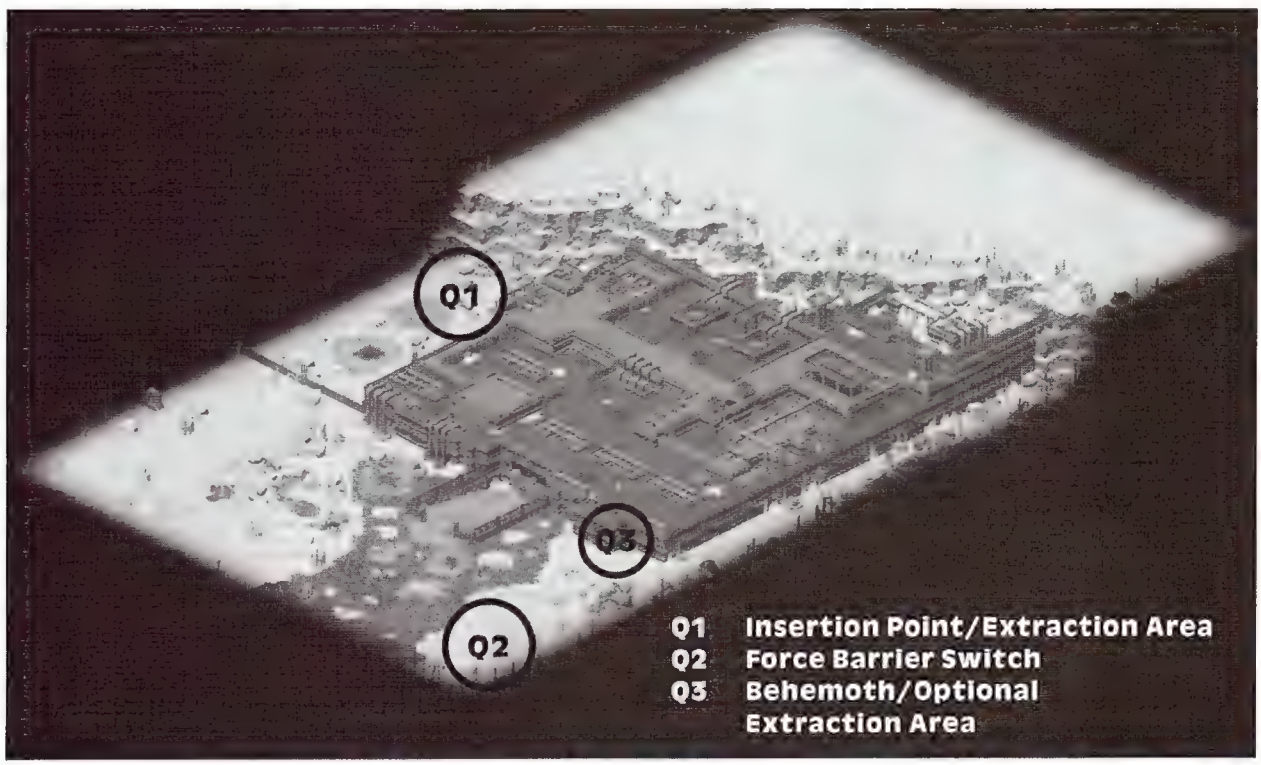



**FIGURE 9.5:** Buena Vista

**TIP**

**Power Armor has many great benefits, including increased strength, but has a number of drawbacks as well. Perhaps the most crippling of these is a loss of Perception. It is highly recommended to take the Sharpshooter perk in order to get maximum use out of your rifle's range while suited in Power Armor.**

# Mission Walkthrough

As previously stated, this mission has a linear structure. You have very few options in your approach and there's no chance for surprising the enemy. This actually becomes an advantage after a time, since you have no PIPBoy mini-map to guide you into the base.

## Winter Wonderland

Move south from your insertion point and engage two Humanoid Robots. Gather the loot from their bodies after the firefight has ended. Head back up north and due west, killing several Scurry 'bots along the way. Don't forget to loot the pot they were guarding.

Continue forward until you arrive in the northwest corner of the map. Take care to keep your distance from the Humanoid in the small trench. It's armed with a Flamer and is just waiting to serve it up hot. Blast it from a distance, but don't take its Flamer for your own use. While it may be fun to use (nothing beats a BBQ), it's too dangerous and heavy to be used effectively in this mission; it isn't worth the micromanagement and upkeep required for this to be an effective weapon.

You now must proceed south to face the gauntlet. Each section you push through here features several snipers inside bunkers and trenches as well as Scurry Robots. You'll also face two Humanoids with a large complement of Plasma Grenades. When you spot them, run quickly around the crumbled structure they are entrenched in and fire at the robot in the rear. It will throw grenades at you, but will likely hit his comrade, making your job that much easier. You're now a short distance from the switching console (see Figure 9.6) that regulates the force barriers surrounding the complex.

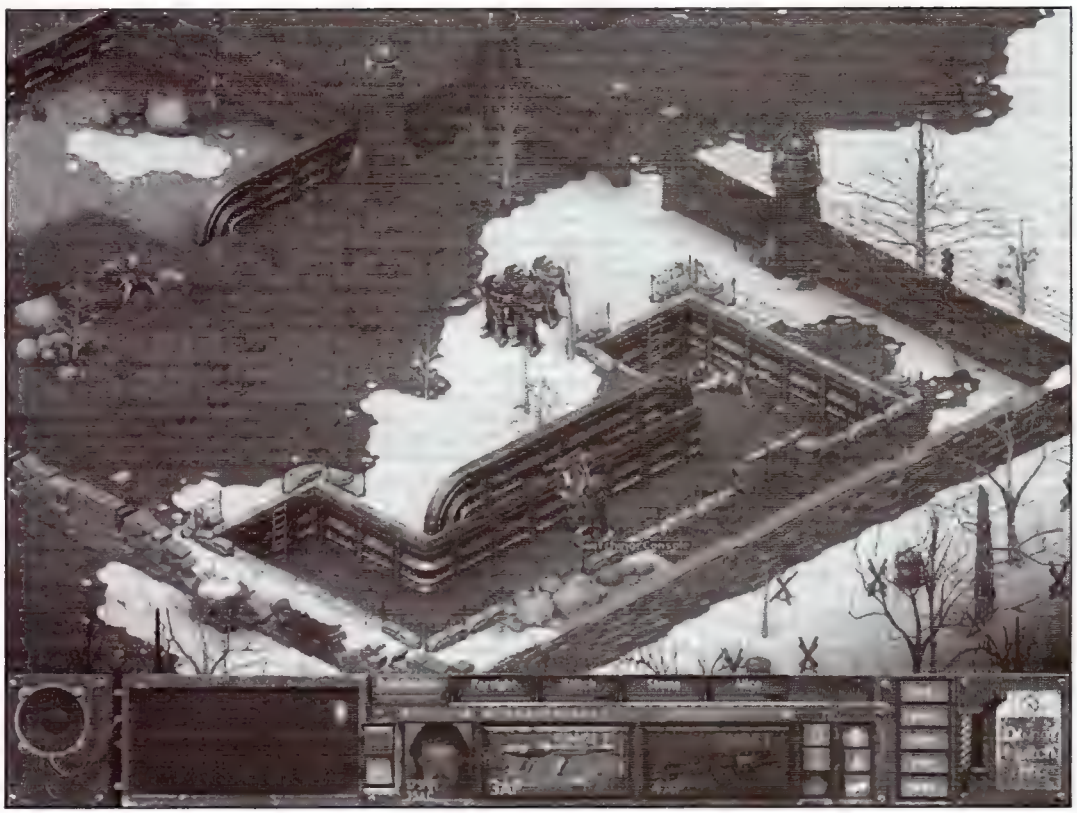


**FIGURE 9.6:** This switching console is your passport to even more robotic fun.

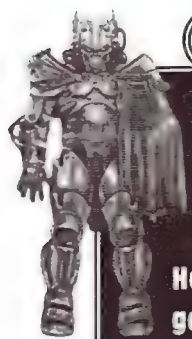
After flipping this switch, the force barriers will drop around the entire base. Before you move up to engage the Behemoth in the base, return to where you encountered the grenadiers and you'll notice that the forcefield has dropped there as well. Head through this entrance and take out the Tank Robot nearby. Head north and kill several Scurry 'bots and you'll be rewarded with several Super Stimpaks as well as some EMP rounds for your shotgun. Head back the way you came, or you might catch yourself in a bad situation.

Once back in front of the Behemoth's location, move up through the opening, taking care not to move too far north. Kill the Scurry 'bots that pop up, and then lay five mines close together just outside the force barrier. Switch to big guns for this engagement, but be careful not to be in Aggressive Sentry mode, as you'll set your own mines off prematurely. Run one of your squad members northwest and the force barrier will drop, allowing the Behemoth to attack. It will step on the mines and hopefully take about 400 to 500 points of damage. Open up with everything you've got to take the Behemoth down before it rips you to shreds. You'll be rewarded with plenty of loot and some great experience points.

If you now move up to the northeast corner of this enclosure, you'll be able to snipe at an otherwise very troublesome rocket turret through the fence from a safe location. Head out through the northern opening and activate the terminal there using your Science skill. Reclaim all of the equipment off of your dead enemies and prepare to breach the interior of the robots' base.

## Breach!

As you might expect from this mission by now, an ambush waits at the bottom of the ramp leading into the base. Seven Security Robots armed with lasers surround the entryway. They all tend to focus their fire on a single person, ensuring that you'll take a casualty here if you can't "convince" them to divide their fire amongst your whole squad. Your best bet is to run your troops down the ramp in side-by-side formation. You should have no trouble with the Security 'bots if you do this. Now you can focus your fire on the first of three power nodes. Don't worry, you won't need remote charges here. Just blast away until it goes up in smoke.



**NOTE**

**EMP and Plasma Grenades can be very helpful in situations like the one with Security Robots at the base entrance. Humanoid, Hover, and Security Robots will all go down with a single grenade of these types. EMP Grenades also have a very good chance of knocking out larger enemies, such as Load Lifters, Pacification Robots, and deadly Behemoths.**

Enter through the southern door and take out the Security Robot in the adjoining room. Access the information terminal there and then send someone into the small adjacent room above. Inside you will find Initiate Percy, who will make a short statement and then die. Grab his equipment and then open the door. First, take pot shots at the Load Lifter that can't return fire. Then enter and blow away the two Security 'bots.

There are two doors in this room. A locked door to the northeast must be unlocked via a computer terminal. This terminal is accessible via an adjoining room to the south. Only one Humanoid and two Scurry 'bots guard it. The Humanoid has its back to you so you can kill it before it even sees you, and the Scurry 'bots should by now be no more than minor annoyances. Access the terminal, and then proceed

forward through the door that you just unlocked. Climb the staircase and take out all of your enemies from the high ground.

**WARNING**

**You'll want to watch what your soldiers are firing at throughout the mission. Often they will fire at the closest target, not the biggest threat. For example, when you have the high ground, make sure that your squad is firing at ranged attackers and not harmless melee enemies.**

Now you need to be fast. Place all of your squad on Sentry Off mode and run north until everyone is in firing range of the Humanoid there. Make a directed attack with all of your squad. If you don't execute this maneuver quickly, the 'bot will open fire with a Vindicator and activate an alarm console calling eight Security Robots to its aid.

Switch back to Aggressive Sentry after this battle and move up the nearby stairs. You can pick off the once-threatening Security Robots like ducks in a row. Arrange your squad in spread pairs (M-2s in front) and move forward together to face a pop-up rocket turret that waits just down the hall. If you arrange yourself in this way, you can avoid any casualties. The biggest problem with rockets is not the damage that they deal out, but how they will almost always knock you down. If you position your soldiers this way, each pair will get their shots off and then be able to duck behind the wall next to the turret.

After the turret has been neutralized, climb down the nearby ladders and head for the door. You can proceed two ways—through the door or up a ladder. It's best to use the door, but take the high ground if you wish. Be sure to send your toughest squad member up first since that soldier will be taking fire from two laser turrets and at least two Humanoid 'bots.

If you're not feeling quite so adventurous, stay on your current level and open the door. Take out the first Humanoid you see before entering the room. Enter and quickly move your squad to the left so you only have one laser turret to worry about at a time. After it has been eliminated, circle around the room and finish off the second turret. Just to the north is a small room with the second power node (see Figure 9.7). Focus your firepower on it and move back to the anterior room.

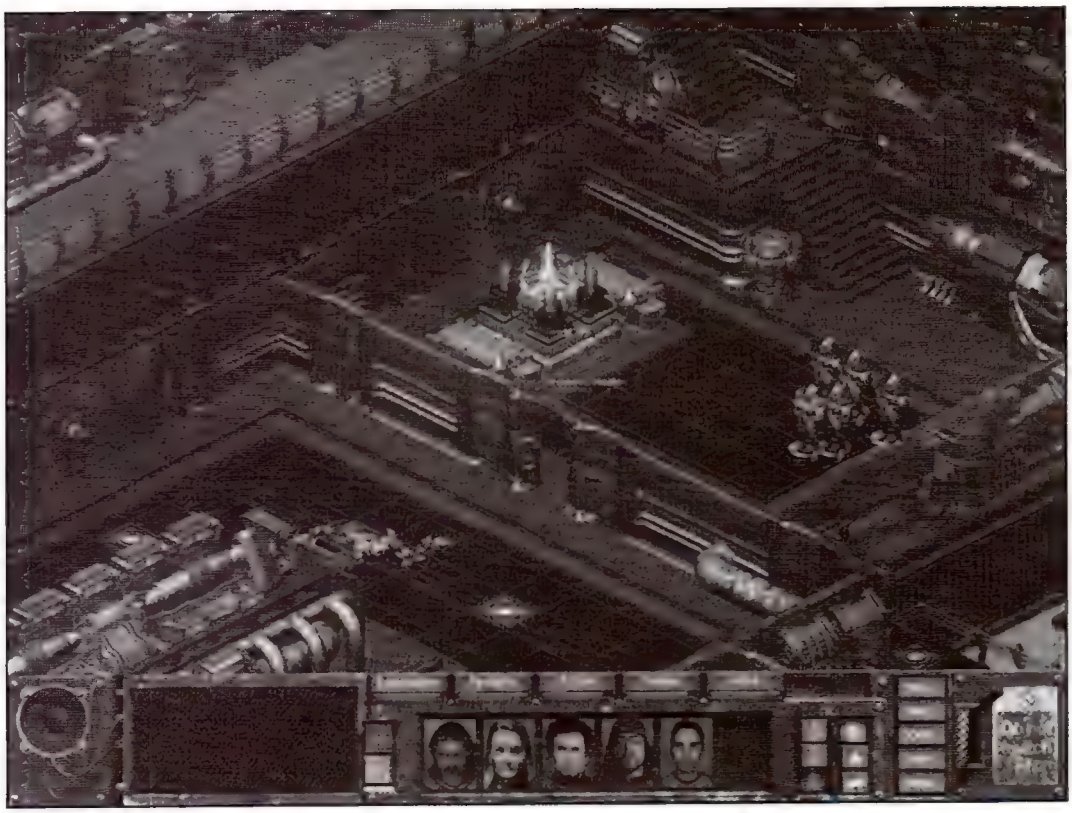


**FIGURE 9.7:** If I see one more power node...

Move south into the room with the Hellion you read about at an information terminal earlier in the level, but don't stop to smell the roses (or access any terminals) just yet. Push past into the next room to your right and take out the five Humanoid 'bots there. The only one you have to worry about is situated just inside of the door and is armed with Plasma Grenades. Blast this Humanoid first and then crouch behind the rail.

Once you've rid the wasteland of yet another group of mechanical menaces, move to the next room and blow up the final power node. You have now disabled the robot manufacturing plant. Move back into the room with the Hellion and lay your remaining mines in a spread formation around the door. Don't lay them very close together, as you don't want them to set each other off in this instance. Move all but one of your squad members into the room beyond and have the one soldier left in the room access the terminal (see Figure 9.8).

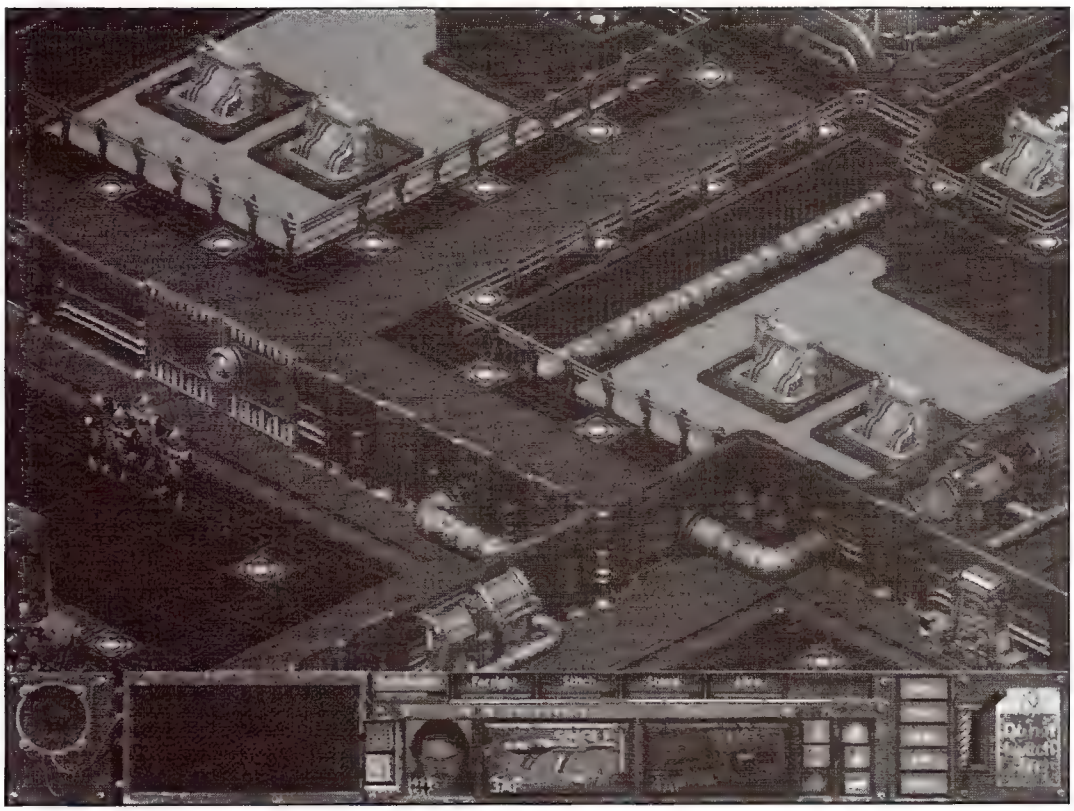


**FIGURE 9.8:** And they thought Chernobyl was dangerous.

Several harmless explosions will go off and the doors will open. Four Load Lifters, two Hover Robots, and two Humanoids will immediately rush into the room and attack the solo soldier, who should be sent back to the squad, post-haste. Your mines and a few opportunity shots will take care of the Load Lifters, while the Hover 'bots fire their rockets from safe distances and then fly into your range for easy kills. Move into the final chamber to take out the two Humanoid 'bots.

When the floor has been littered with robot parts, you are free to destroy the nuclear reactor and the turbines. All of your objectives are now complete. The closest extraction point is where you killed the Behemoth. A group of eight Scurry Robots will confront your squad on the way out of the complex, but they are no match for your powerhouse troops.

## Mission Postmortem

You have dealt a serious blow to the Calculator's forces, and you will be rewarded appropriately with a promotion to Paladin Commander. You now rank below only the Paladin Lords and Generals. These two missions gave you the basic experience

needed to tackle the grueling challenges presented by Mission 18 in Scott City. The Brotherhood is proud of you, and understandably so.

# MISSION 18: SCOTT CITY

A potential catastrophe is looming over the Brotherhood. Bartholomew Kerr, a merchant with vital information, has been captured by the Calculator and is being held in Scott City (see Figure 9.9). He must be "neutralized" before he can divulge any intelligence to the enemy. You will also discover the fate of a comrade in this, the toughest of the Bunker Epsilon missions.

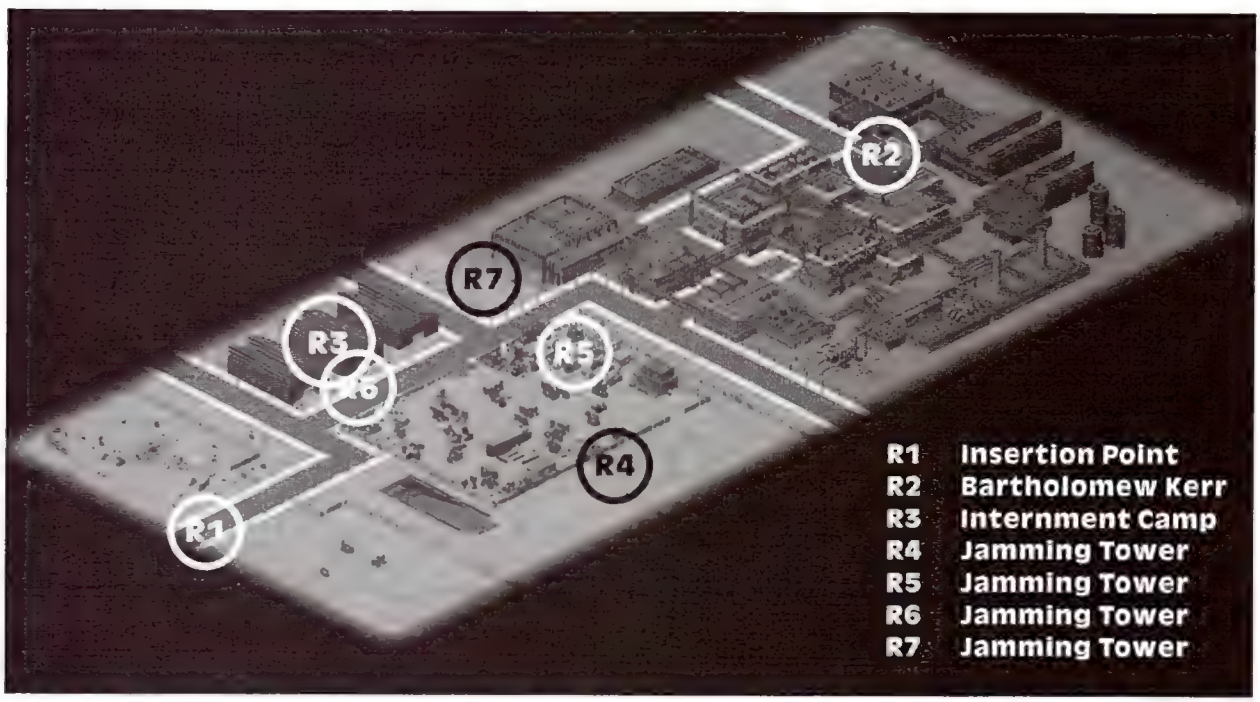



**FIGURE 9.9:** Scott City

**Official Mission Objective:** In the Scott City mission you are ordered to locate and neutralize Bartholomew Kerr, the merchant you met in Bunker Gamma. Unofficial objectives are to destroy the jamming towers, find General Barnaky's body, and free human prisoners from the robot internment camp.

**The Situation:** Because you'll begin this mission without the use of your handy mini-map, it's best to begin during the day so you can see your robotic foes. The various lockers and crates throughout the level are best searched by daylight as well. There is only one new weapon in this level: the Gauss Mini Gun, which is very useful for Missions 19 and 20.

**The Opposition:** You will encounter roughly 33 Humanoid Robots, 12 Scurry Robots, 16 Hover Robots, four Behemoths, one Pacification Robot, four Load Lifters, and 12 Security Robots. Two laser turrets and two .50 cal. Gatling turrets must also be reckoned with. All in all, expect to tackle quite a bit of enemy firepower in Scott City.

**Suggested Squad and Equipment:** For this mission, each of your squad members should be skilled in Energy Weapons and have either a Pulse Rifle or a Plasma Rifle. Having two or three soldiers skilled in Big Guns and equipped with the Browning M-2 also helps, though the Browning is best used against big targets like the Behemoth and to shoot down Hover 'bots. A medic will be needed to heal your troops, since getting winded, crippled, or concussed is common in this mission. Your entire squad should have either Power Armor or Advanced Power Armor at this point. Stock up on Super Stimpaks, Ultra Stimpaks, Doctor's Bags, Paramedic's Bags, and First Aid Kits before setting out for Scott City. A five-to-six-person team is best, though it's possible to play through with only three Brotherhood veterans.

# Mission Walkthrough

You begin this mission on a street in the western part of Scott City. Your first objective is to take out the four jamming towers erected by the robots to block Brotherhood transmissions. Once they've been destroyed, your mini-map will work again.

Immediately move down and to the right until you find a fence. You can also move along the street and take out the patrol of one Behemoth and two plasma-armed Humanoid 'bots in an optional battle. In either case, you'll want to move along the fence. As you head south, you'll encounter three Hover Robots. Stay behind the fence as you take them out.

**TIP**

**Hover Robots are your worst enemy in this mission, since their rockets can knock your characters out and their kamikaze attacks do massive amounts of damage. Take them out at long range with energy weapons and/or use the Browning M-2 to shoot them down in close quarters.**

After destroying the Hover 'bots, move to the junkyard fence and continue south until you reach the corner with the first jamming tower. Make sure that your troops are on Aggressive mode at this point, since there are three Humanoids with Vindicator Mini Guns, a Hover Robot, and six Scurry Robots in various locations waiting next to the tower.

## The Jamming Towers

Now it's time to take out the first of the jamming towers. Select energy weapons and move your troops around the corner. Position them near the first barricade, and then let them loose. They should take out the 'bots easily. When your opposition has been reduced to scrap metal, move forward and destroy the tower. Watch out for three Scurry 'bots that appear behind you at this point.

A Pacification Robot and three Hover 'bots guard the south entrance to the junkyard, location of the second tower. If you have Browning M-2s, get them ready. Now, with your big guns in front, advance on the robots. Focus your initial attention on the Hover 'bots. Once they're down, take out their Pacification ally.

Enter the junkyard, but watch out for a Scurry Robot next to the alarm console. A locked room is on the second level of a building to the east of you, but don't worry about it now; you'll find the key soon. Move north, where you'll encounter two more Scurry Robots.

**TIP**

**Loot all robot bodies for ammo. You shouldn't need to buy any Micro-fusion Cells from the Quartermaster if you do this.**

After you blast them into spare parts, head toward the second jamming tower, hidden in the upper right corner of the junkyard. Guarding it are two Humanoids, both with Laser Rifles, and a Hover Robot. Destroy the tower when you're done with them. There is a security 'bot inside one of the trailers to the right, along with a chest. Be sure to save the game at this point.

Now, move toward the internment camp and the third jamming tower. Outside it are four Hover 'bots and one Humanoid. Inside you'll find five Humanoid 'bots, three armed with Vindicators, and two armed with Plasma Rifles. Destroy them, then the tower.

Each of the buildings in the camp houses a Security Robot. An additional Security 'bot can be found in the alley between the right-hand buildings. Snipe at them from outside the buildings with energy weapons. Be precise in your attacks or human prisoners will die and your Reputation will decrease.

Enter the building on the left through the open door. Once inside, open the door leading to the cells. Free each of the prisoners (Sebastian, Derry, and Elaine). Keep talking to Sebastian in order to set him loose on the 'bots. Talk to Elaine the Ghoul and you'll discover that General Barnaky was in the camp. Search the pot in her cell and you'll find a key. This key unlocks the locked room in the junkyard, where you'll find various goodies, including a *Guns and Ammo* magazine.

The right two buildings of the internment camp contain nothing of serious interest. Some prisoners are housed in the upper building, and the lower building has some dynamite in a crate.

Now it's time to destroy the final jamming tower. Exit the internment camp and move east. Two Humanoids and a Hover 'bot stand guard in the vicinity. One Humanoid with a Grenade Launcher is hiding behind a wrecked car; the other is armed with a Plasma Rifle. Blast them to bits, then destroy the tower. With your mini-map now functioning properly, it's time to find Kerr.

## Gracing the Catwalks

Move toward the main compound. Be careful, since Humanoid Robots patrol the area. You'll soon see a staircase (see Figure 9.10) to your right that goes to the second level.

Once you've gotten upstairs, move to the door on the left, keeping an eye open for Security 'bots. Open the door and enter the building. On the lower level are four Load Lifters and three Humanoid Robots, all armed with Laser Rifles. Destroy them, then go down to the lower level. Two crates are in the first downstairs room; one contains explosive rockets, the other Plasma Grenades.

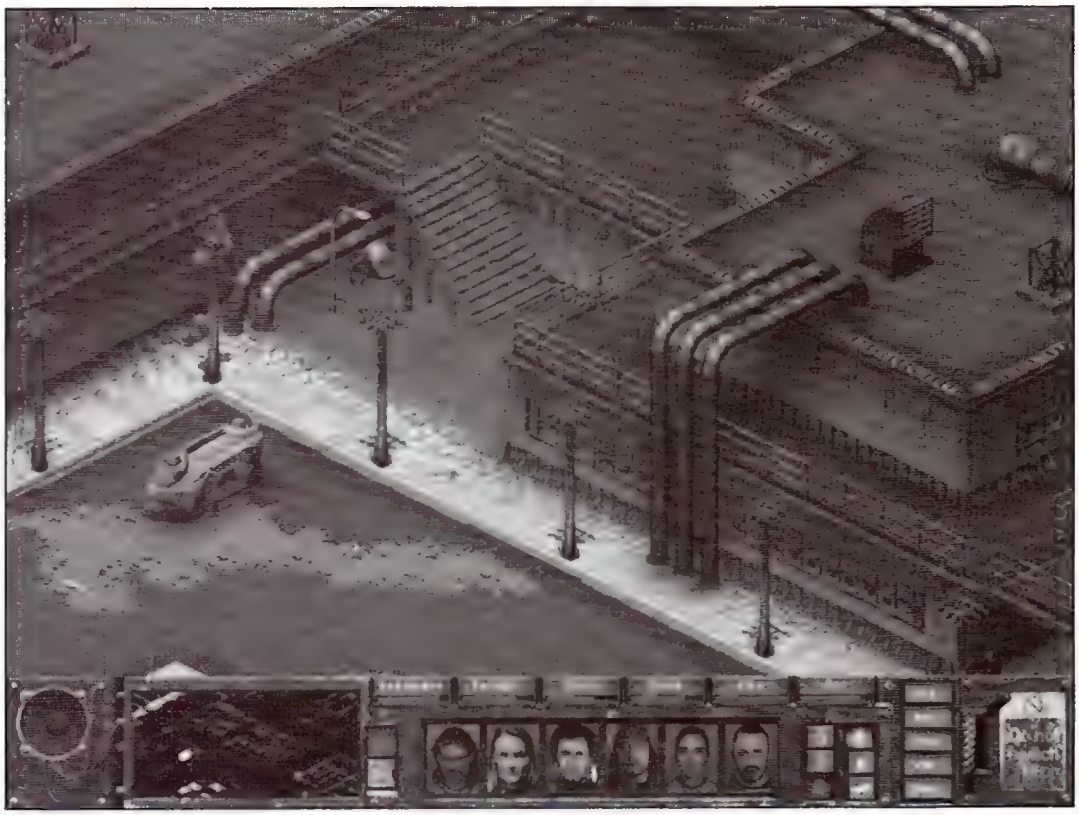


**FIGURE 9.10:** This staircase is your ticket to the rooftops.

Save your game at this point, since you're about to walk into a serious battle. Begin by moving to the room on the right, where there's a Humanoid with a Laser Rifle. Destroy it and then use this room to snipe at a Behemoth, three Hover Robots, and at least one Scurry Robot. The walls will protect you from the Hover 'bots and their deadly missiles.

**TIP**

**Hit and run tactics are invaluable in this mission. Keep your medic out of harm's way and attack the enemy. If you get injured, you can run back to cover where your medic can heal you.**

Once the 'bots are down, go up the stairs in this room. Take out a Humanoid armed with a Laser Rifle up on the main building, then save your game again. Just outside this room are two laser turrets and a Behemoth, both of which are on ground level. Use hit and run tactics to take them out. There is one Security Robot on the catwalk as well as two more in the building opposite yours; snipe at them from long range. Cross the bridge and continue along the catwalk, moving east.

You'll eventually see a room with an alarm console outside of it. Inside this room is a Hover Robot and stairs that lead down to the lower level of this building. You can go down them, but be warned that there are eight Humanoids, all with Plasma Rifles, and one Security Robot on that level. There are also two lockers containing Environmental Armor, a Sniper Rifle with ammo, three Super Stimpaks, $100, a Rocket Launcher, and explosive rockets.

Once you've dealt with the Security Robot by the stairs, continue along the catwalks. You'll soon come to a bridge heading off to the left and its Hover and Security Robot guards. A Humanoid patrols the catwalks, armed with a Laser Rifle. There is also a locked side room here with two Security Robots inside, as well as two lockers filled with goodies. However, you need a very high Lockpick skill (above 100%) to open the door. Either way, blast these 'bots and move onto the bridge. Save your game and proceed toward the main building.

A Behemoth and a Security Robot are on the ground floor of this structure. Blow them apart and take the stairs to your right. You'll emerge in a torture chamber filled with gruesome sights. On a table in the center of the room is General Barnaky's body. Search it to find a locket. A briefing screen will pop up, saying to proceed to the extraction point, but ignore it. After searching Barnaky, move to the door on the upper left side of the room and save your game.

Heal your soldiers and keep them behind the doorway. Open the door and take out the two turrets and the Humanoid Robot beyond. Carefully exit the room after it's been cleared, moving your characters along the rail to the right (see Figure 9.11). Get your big guns specialists out in front so they have clear fields of fire. Five Humanoid 'bots are in the center of the next room, one of which is armed with a powerful Gauss Mini Gun. Blast them from long range with precise use of your energy weapons.

Once you've destroyed this pack of 'bots, go toward the central room. Watch out for two Hover Robots waiting to ambush you from either side of the chamber. Enter the central room when it's been fully cleared and loot its contents. On the shelves are a variety of books. Be sure to collect the Gauss Mini Gun, one of the most devastating weapons in the game, from the wreckage of a Humanoid bot.

After scavenging the 'bots, go to the room guarded by the turrets. Open the door to find Kerr and a locker. In the locker are Energy Cells, a Cattle Prod, a Toolkit, and a Paramedic's Bag. Talk to Kerr and he will beg you to kill him. Do so (see Figure 9.12), and then retrace your steps. There shouldn't be any enemies in your path. The entire perimeter of the city is now an exit zone, so just move toward a green area.

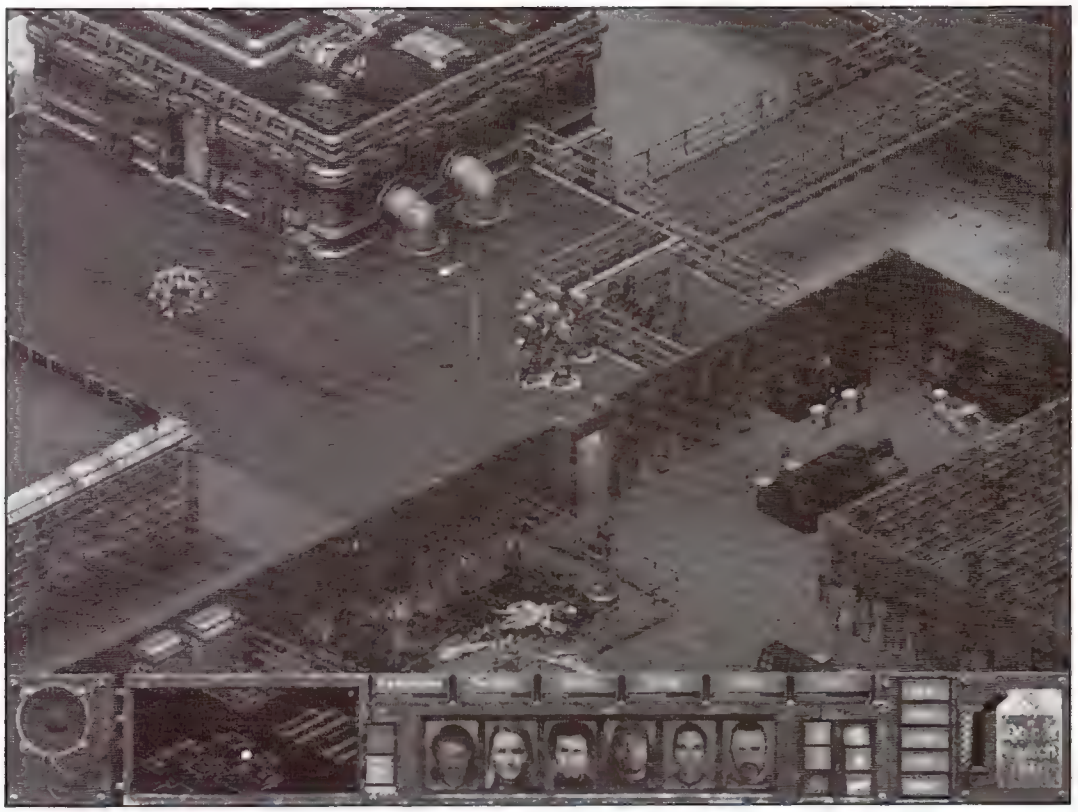


**FIGURE 9.11:** Keep your people along this railing, or expect trouble from the Humanoid with a Gauss Mini Gun.

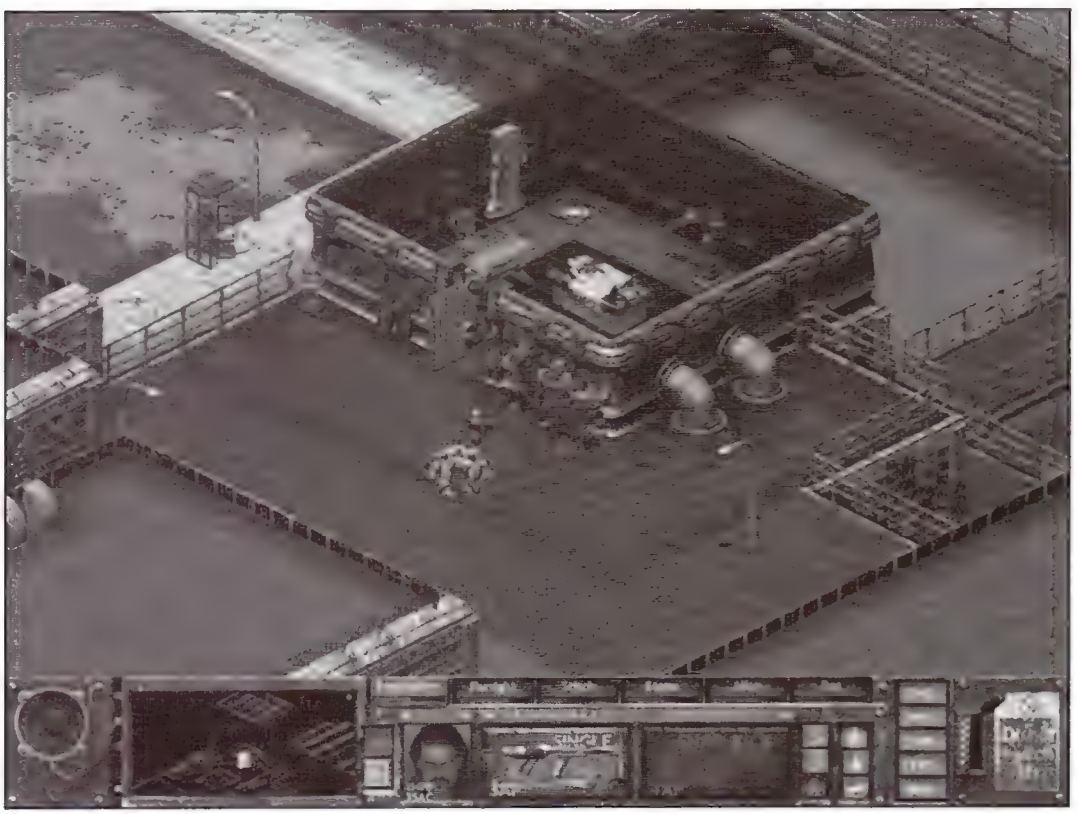


**FIGURE 9.12:** Send Kerr to the big market in the sky.

### Mission Postmortem

Congratulations on finishing this mission! All of your characters should now be in the vicinity of level 22, and you now have a Gauss Mini Gun, which is invaluable for the last two missions. Your team is lean, mean, and ready to take on the Calculator.

# MISSION 19: CHEYENNE MOUNTAIN

It's time for an assault on Vault Zero. There is only one obstacle: its front door (see Figure 9.13). And there is only one way to open it: a thermonuclear warhead. Your squad has been assigned to fight through the hordes of robots patrolling the region and deliver the warhead.

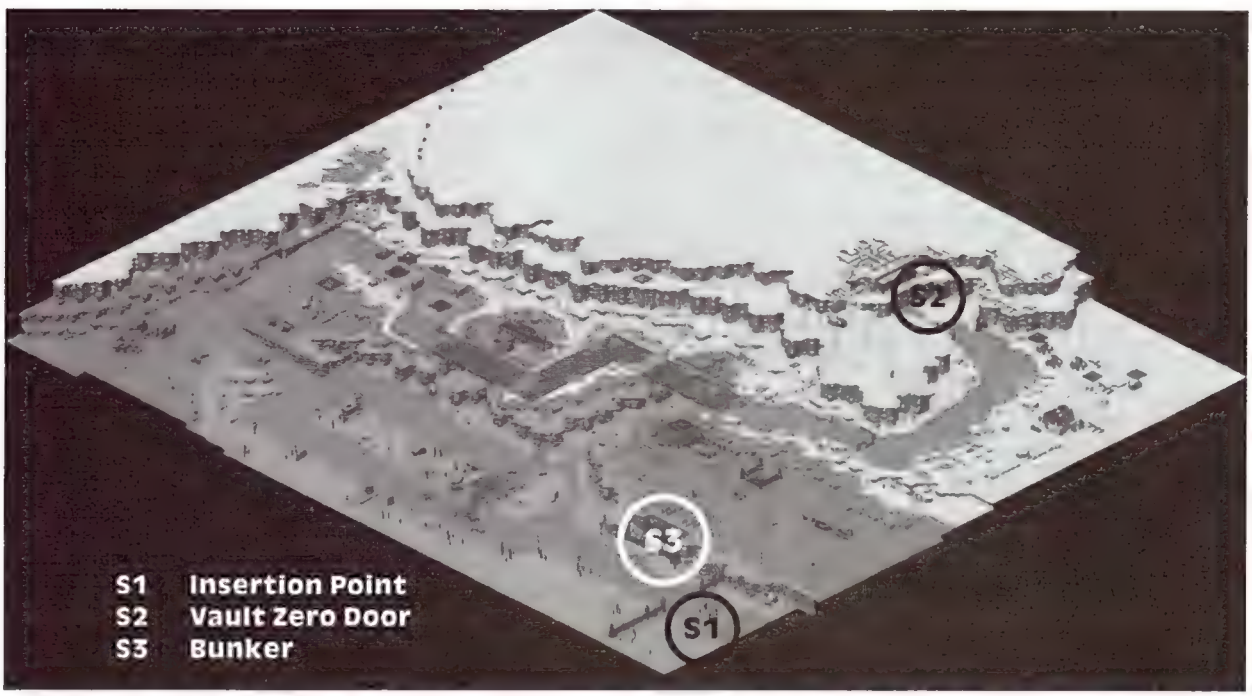



**FIGURE 9.13:** Cheyenne Mountain

**Official Mission Objective:** Deliver the nuclear warhead to the door of Vault Zero (and survive the ensuing blast, of course) and you'll finish the Cheyenne Mountain mission victorious.

**The Situation:** It's best to tackle this mission during the day, but you can handle it almost as well at night. There are fewer enemies here than there were in Mission 18, but you'll still find every type of robot. There aren't any new weapons on this level, but you'll find stashes of ammunition needed in Mission 20.

**The Opposition:** All forms of robots will attempt to prevent you from reaching the door of Vault Zero, including Behemoth and Pacification Robots. Gatling turrets, rocket turrets, and a laser turret also must be dealt with.

**Suggested Squad and Equipment:** This marks the last mission where you can get new recruits or visit the Brotherhood Quartermaster. Don't worry; there are bartering opportunities in Mission 20. For this mission, it's best to take along one soldier with skill in Science and one with skill in Traps. In terms of weapons, everyone should have either Pulse or Plasma Rifles. You should also have someone with Big Guns skill using the Gauss Mini Gun from Mission 18. You can easily finish this mission with only three characters, though having five or six makes it easier.

# Mission Walkthrough

Your starting point is at the gates to Vault Zero. Parked next to you is the Nuke Carrier. You need to clear a path for it, however, just as you did in Macomb, so leave it be for now.

Once you're past the gate, you'll be attacked by two Humanoid Robots hiding in the rocks to your left, as well as some Scurry 'bots on the road. Beyond them is an area with three mines (see Figure 9.14). Clear the mines out, then take the path leading up. Watch for one Humanoid with a Vindicator Mini Gun hiding behind rocks to your left, and another pair of the 'bots on the cliffs above you, one of which is armed with a Rocket Launcher. Off to the top right, you'll see a tiny canyon. Guarding this canyon are two Scurry Robots and a Hover 'bot. This canyon also has a chest containing dynamite and a Toolkit.

Go back to the road. On the left side are two Humanoid Robots, one hiding in a guardhouse, the other hiding in rocks with a Grenade Launcher. Blast them both into scrap, then move on to the side road. On this road you'll encounter three Hover Robots patrolling the area. After taking care of them, continue following the road until you reach a burned-out car. Be careful; there's an ambush here. Three

Humanoids are hiding out amongst the rocks, supported by a fourth on the cliffs with a Grenade Launcher. There is also another canyon here. At the end of it is another crate with more useful goodies.

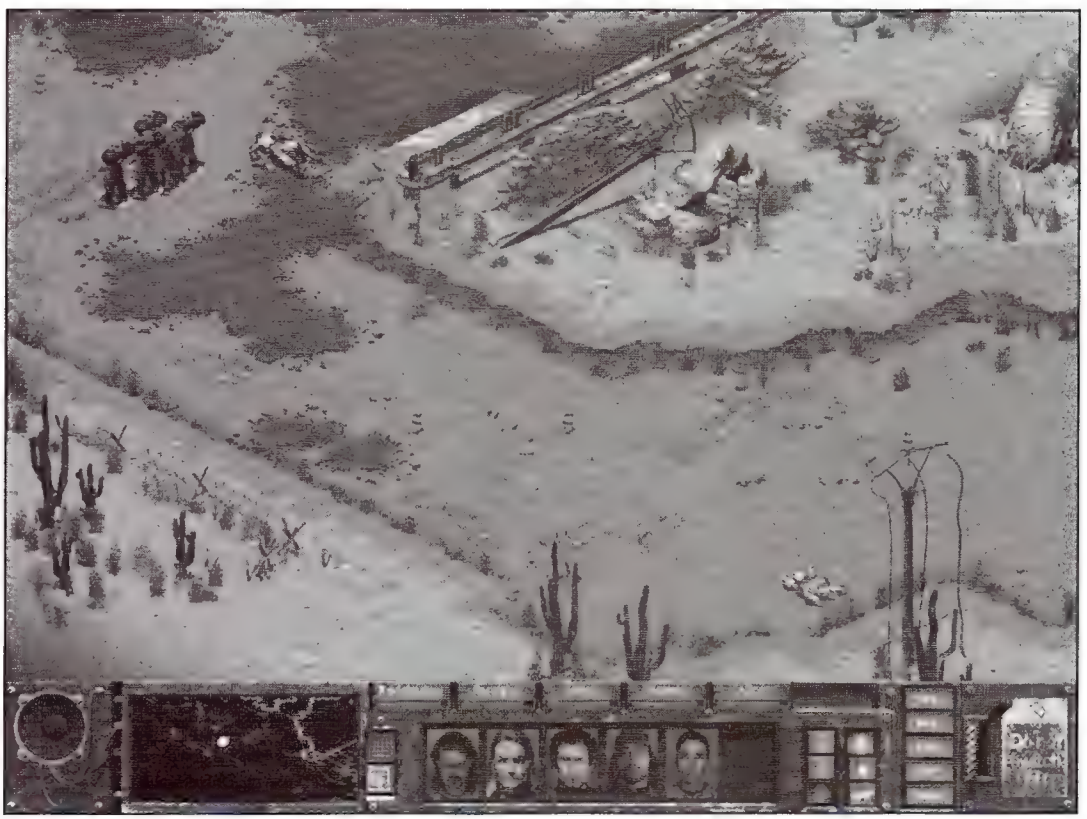
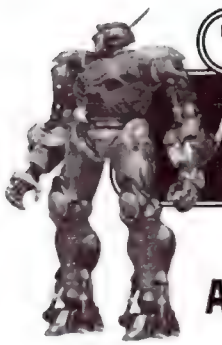


**FIGURE 9.14:** Clear this area of mines.

Return to the road and continue forward. A booby-trapped crate is at the far end guarded by two Scurry Robots. The crate itself is booby-trapped, so be careful. Keep following this side road until it rejoins the main road (which isn't far away by this point). A laser turret is here, but you should be able to take care of it easily. Going up the ramp, though, is tricky. Three Humanoid Robots have set up an ambush on the right side and they will take potshots at you. On the left side, guarding the turret's generator, is a Pacification Robot. Open fire on the Humanoids first, then use the Gauss Mini Gun on the Pacification 'bot. Neither should present you with too much trouble.

To your right are four Humanoid Robots on the road and to the left are three Gatling turrets in a niche. Use the Gauss Mini Gun and your energy weapons to deal with them. After they've been finished off, put the Gauss away. You won't need it for a little while now.



**TIP**

**The Gauss Mini Gun is a wonderful weapon, but it eats through your ammunition at an alarming rate. Use it only when necessary.**

## Ambushes and Barricades and Turrets, Oh My!

The road will now veer to the right toward a group of burned-out cars where three Humanoids are waiting in ambush. Stop when you get past the first car (see Figure 9.15), set your troops on Aggressive, and wait for the robots to appear. This battle shouldn't take your hardened vets long to wrap up.

**FIGURE 9.15:** I smell an ambush...

Now comes the fun part. If you look ahead, you'll see an inactive rocket turret that will be tough to destroy. Two Security Robots are also guarding it. Walk behind the turret and take out the Security 'bots. If you move up, you'll notice a pair of ladders leading to the top of the cliffs (see Figure 9.16). Climb the ladders, but be careful, as a Humanoid armed with a Rocket Launcher is hiding in a shed at the top.

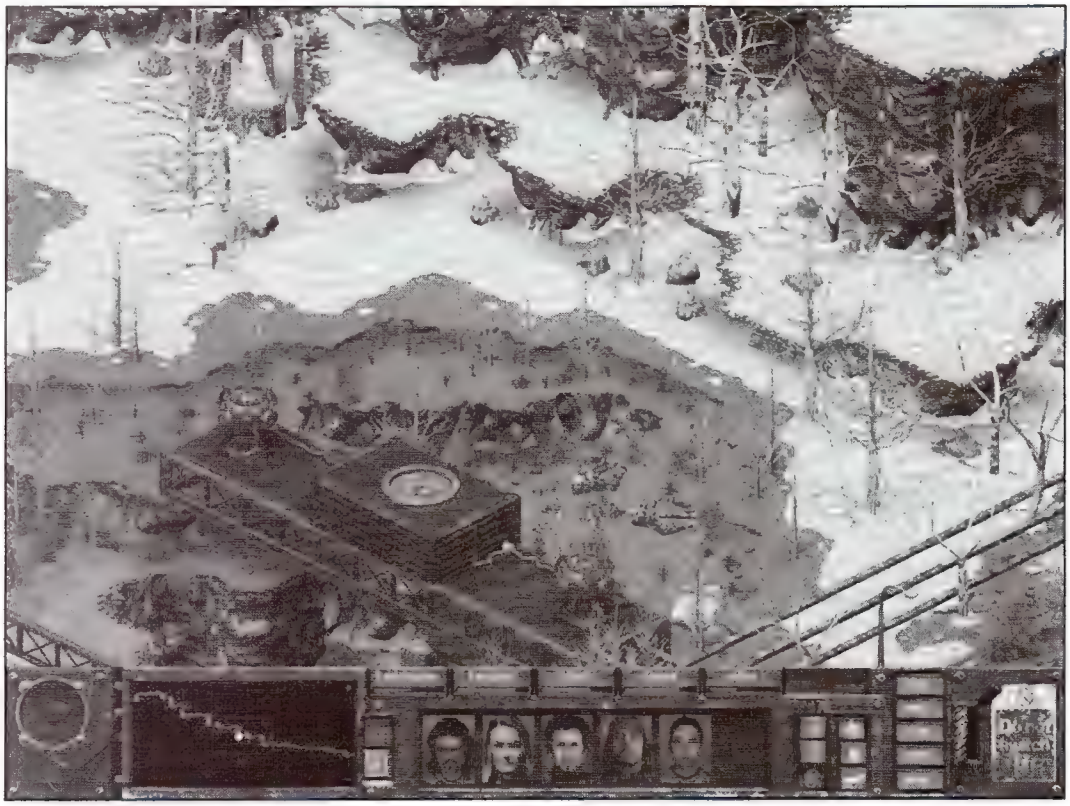


**FIGURE 9.16:** Climb these ladders to get to the generator.

Move along the cliffs, watching out for Scurry Robots and three Hover Robots. Destroy the generator found here and keep moving forward. Get to the edge overlooking the entrance to Vault Zero and aim your weapons at the Humanoid and two Hover Robots standing guard. Move along the cliffs, sniping at the defenders. Any robot you destroy here from the safety of your lofty perch will mean one fewer opponent to worry about later. You should be able to eliminate a few of them, mostly Security Robots. Make sure to take out the Humanoid armed with a Grenade Launcher in the bottom area of the cliffs.

After finishing off your opponents, return to the ladders next to the turret and climb back down. Return to the road and follow it to a bridge, where you'll find the first of three barricades that need to be destroyed. Two Humanoids are here behind the barricades. Don't let your group get too close to the barricades when you destroy them, because they do area-effect damage. This can be trickier than it sounds, though, as the robots have a habit of crouching behind them and forcing you to engage in some close-quarters combat.

Destroy the barricades and the 'bots and continue on. Follow the road to a second bridge and more barricades. Watch the four small pits in front of the bridge; they're mined. A Humanoid Robot with an M-72 Gauss Rifle is also behind these barricades. Take out the barricades and the 'bot, making sure to grab the rifle and ammo off of the 'bot's remains. Get rid of the mines, either by defusing them or blowing them up.

Just below the second bridge you'll see a Humanoid with a Laser Rifle and an abandoned shack containing a Hover Robot. Nail them both and continue on until you see three ruined stone walls forming a box. Another ambush is here. A Humanoid with another M-72 Gauss is hiding behind the stone walls, and two Hover 'bots are hiding in the rocks to the left of the walls. Further up the road are two unarmed Humanoids and three Security Robots. Four Scurry 'bots are in the area, with three more lined up next to the stone walls. Take a deep breath, put your troops on Aggressive and destroy them all. Loot the one Humanoid for its Gauss and the adjacent crate for the weapon's 2mm ammunition.

After this ambush, continue down the road. You'll soon reach the final barricade guarded by four Security Robots and a Humanoid (unless you were able to blast them all from the cliffs earlier). Leave the barricade intact for the moment and ready the Gauss Mini Gun for some heavy use. Send your fastest soldier through the barricade as a lure. You'll see a Behemoth and two rocket turrets, along with numerous Scurry Robots (at least six) buried in the sand. Once the first Scurry emerges, run back to the barricade, with (hopefully) the Scurries and Behemoth in hot pursuit. Set your squad on Aggressive and open fire; all of your opposition should be ready for the scrap heap in short order.

Now, equip your best small arms person with the M-72 Gauss Rifle you looted earlier. Send this expert toward the rocket turrets, but stay out of rocket range. If you scroll all the way to the right, you'll see the turrets' generator just behind the gun emplacement on the right side. Shoot the generator with the Gauss Rifle and the rocket turrets will go offline. Destroy them if you want, and then take your party toward the entrance to Vault Zero. Whatever Scurry

**TIP**

**If you are playing in continuous mode, keep your soldiers on the Aggressive setting for most of this mission. It saves time and makes it easier for your group to attack the enemy.**

Robots are left will attack at this point, but they won't pose much of a threat without the turrets and Behemoth to back them up. Head back to the second bridge after you've finished clearing this area.

## The Ultimate Door Opener

Remember the abandoned shack from earlier? Look to the right of it to see a small ladder. Have your soldiers climb down the ladder, then move them to the right. You'll now see another ladder that has been fenced in on three sides, leading to a bunker. Before using it, go inside the shack to find a chest containing a Toolkit and five Super Stimpaks. Move your party to the open side and you'll encounter two Scurry Robots. Destroy them and then move down the ladder, one person at a time.

When everyone is in the passageway, proceed into the bunker, where two Security Robots and four computer terminals can be found. After dealing with the robots, check the terminals to fill in your knowledge of the Calculator's history.

Now it's time to head back to the Nuke Carrier and deliver the warhead to the door of Vault Zero. Have only one member of your party drive the vehicle. Move the rest inside the bunker for safety. When driving the Nuke Carrier, use the side road you cleared out earlier. If you did your job right, there won't be any opposition remaining. Take it easy with the Nuke Carrier, since it doesn't have the maneuverability of the Hummer.

Just before you reach the Vault door, save your game. Drive the carrier right up to the entrance. A pop-up thanking you for choosing a Manhattan Project, Inc. bomb will appear. Click "Done" and a one-minute countdown timer will appear. Quickly exit the vehicle, then move quickly toward the bunker ladder. If you don't make it, restore your saved game (you can't afford to lose anyone at this point).

Once you've reached safety, enjoy the cutscene and prepare yourself for the final mission.

## Mission Postmortem

Compared to Mission 18, this mission is a cakewalk. Just remember that you no longer have access to Brotherhood reinforcements. The party that you started Mission 19 with is the same party that you'll have to take into Mission 20.

# MISSION 20: VAULT ZERO

This is it, the final mission. Here you must fight your way through Vault Zero (see Figure 9.17) and confront your ultimate enemy, the Calculator. There are three possible endings to the game, depending on your actions. Good luck.

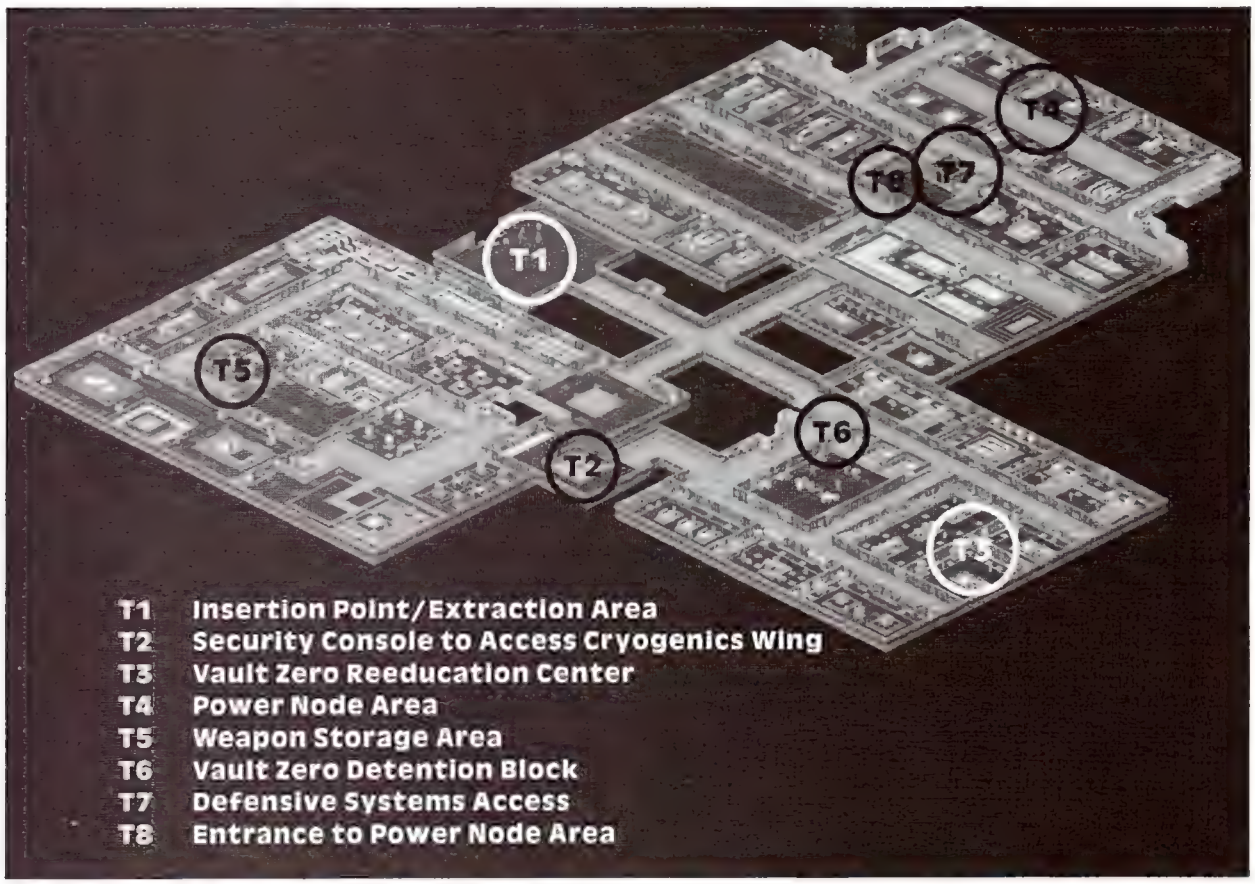



**FIGURE 9.17:** Vault Zero

**Official Mission Objective:** Your final goal is to confront and destroy the Calculator. Unofficial objectives include scavenging items and finding the presumed dead General Barnaky.

**The Situation:** You start exactly where Mission 19 left off. Dagger Squad is also in the bunker and you can barter with them. The mini-map is offline at first, but that is easily remedied. You'll find the Sunbeam Gatling Laser and

Depleted Uranium ammunition for a Browning M-2 as well as loads of other valuable items in the lockers on this level.

**The Opposition:** A mixture of Humanoid, Scurry, Security, Load Lifter, Tank, and Pacification Robots will be found in Vault Zero, along with Gatling and laser turrets. You'll also encounter the robot form of General Barnaky, which has been fully tricked-out with rockets and .50 cal. machine guns.

**Suggested Squad and Equipment:** If you followed the advice given in Mission 19, your squad is set. Make sure that you have ammunition for the Gauss Mini Gun. If not, barter with Paladin Maximus. You can also barter with Phoenix for another Pulse Rifle, which will come in very handy. For Stimpaks and general healing items, you can barter with Dagger Squad.

# Mission Walkthrough

This mission begins next to the elevator leading to the Calculator. The members of Dagger Squad are in the room with you. If you need equipment, go ahead and barter with them. Once you're finished, move your soldiers over to one side, so they aren't in Paladin Maximus' line of fire. Use your Science skill on the computer terminal in the room. Make sure you are using precise energy weapons, not any of the big guns.

Your mini-map will now come online and the door will open, revealing three Security Robots, six Humanoids, and one Hover Robot that will be hiding over to one side. Maximus and his squad will open fire. Help them out, especially if you haven't bartered with Maximus for his Gauss ammunition. Once the 'bots have been destroyed, head for the security wing.

## Security Wing

Inside the first room of the security wing are two Security Robots, two Hover Robots, and two Humanoids. The Hover 'bots and Humanoids are hiding behind the two barriers at the bottom of the room. Once you've blasted them, move toward the hallway on the left. There are eight Humanoid 'bots and one Security 'bot in the hallway and in the two rooms adjoining it. To take them out, wait in the hallway for

them to come to you. If your people are on Aggressive, the 'bots won't stand a chance.

Continue down the hallway as it turns left. Be careful, though, since a Tank Robot is at the end of the hallway. Open fire on it, and turn your attention to the two locked doors when it falls. Use your Science skill on the terminal and the doors will open. Only three Humanoid 'bots are in the following rooms. Make short work of them and fleece the lockers in these rooms for Ultra Stimpaks, books, and Gauss ammunition.

**TIP**

**To maximize your lockpicking skill, equip a lockpick in each hand. The effect is cumulative, so your skill will get a major boost.**

Go down the hallway until you reach a large door. Open it and you'll see two Humanoids guarding a locked door. Don't try to pick the lock; the only way in is through the next room. After reducing the 'bots to scrap metal, move toward the doors on the lower right of the room and save your game.

This next room has 10 Humanoid 'bots and three Load Lifters in it. To get through this gauntlet in one piece, pull out the Gauss Mini Gun and place the soldier using it in front of your squad. Then, make sure that all of your troops are on Aggressive and walk through the doors (see Figure 9.18). Stop just inside the room and open fire. The ensuing firefight will be intense, but you shouldn't have much trouble destroying every robot.

In the lower left corner of this room is a computer terminal. Use your Science skill on it to open the locked doors. Go back to the previously locked door and search the weapon storage area beyond it. There you'll find lots of valuable items, including the Sunbeam Gatling Laser, ammunition (including rare Depleted Uranium rounds for the Browning M-2), books, and medical equipment.

Once you've stripped the lockers, head back through the automatic doors and move to another set of doors on the right. These open to reveal the access station for the cryogenics wing. Use your Science skill on the terminal here to unlock the cryogenics wing. This will also open a set of doors just above you, providing access to the first room.

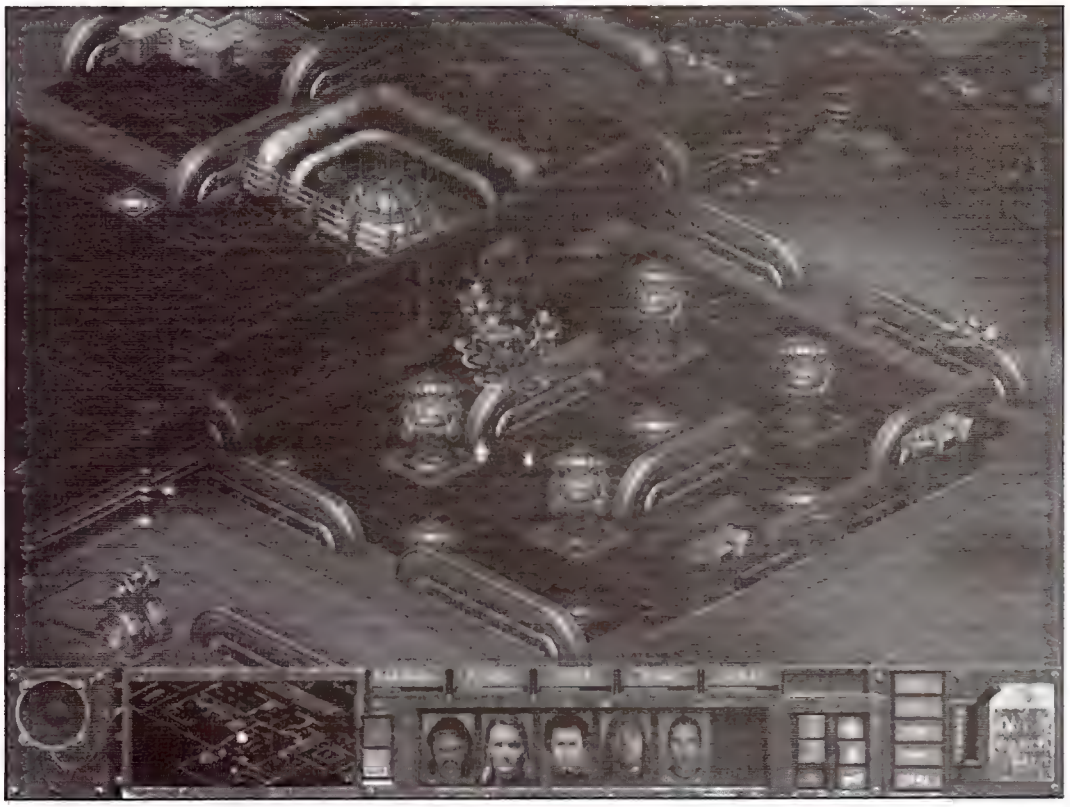


**FIGURE 9.18:** The Gauss Mini Gun is the ultimate room clearer. Use it throughout Vault Zero.

## Cryogenics Wing

Now head over to the cryogenics wing. Open the doors and proceed down the hallway, pausing just before it turns right in order to save your game. This next hallway has five Security and two Scurry Robots in it. Use your energy weapons and gradually advance down the hallway, blasting everything that gets in your way. The Security 'bots will be a little harder to destroy, as they're situated behind barriers. Once you've destroyed them all, cautiously move down the hallway until it turns left into a group of rooms.

You'll now encounter six Security Robots in the hallway. Fortunately, you can fry them at long range. Once the Security 'bots are down, clear out the three rooms at the bottom. The first one has three Security Robots, the second has two, and the third has four Security Robots and one Humanoid.

After the bottom rooms have been cleared, move to the top rooms. Here you'll encounter the lobotomized residents of Vault Zero. A Humanoid 'bot is also in this room, standing over the body of a Vault Zero resident. If the 'bot becomes hostile,

take it out. There are also lockers here with an assortment of items, including books, lockpicks, and Ultra Stimpaks.

The last room in this area is the locked Vault Zero detention block. You don't have to go inside, but if you decide to do so, there are five Security Robots, two Humanoids, and two turrets to deal with. If you need ammunition for the Browning M-2, grab the rounds from the turrets after they've been disabled. Goodies are in the lockers, as well as on the two bodies.

## Power Wing

Next, move on to the power wing. There are two ways to enter this section of Vault Zero. One is to use your Science skill on the terminal next to the body. The other is to search the body, grab the severed head, and then use it on the dental scanner in front of the power wing doors. Either way will grant you access.

Once you enter the power wing, you'll encounter two Humanoids and two turrets. If you still need .50 cal. ammunition, the turrets have plenty. Following this brief battle, use the terminal in the room to turn off the forcefield blocking your progress.

Inside the next room is a large patch of radioactive materials, as well as four Humanoid Robots. Circle to the right to avoid the radiation and open fire on your enemies. You'll find a large door on the upper left side of the room. Open it and you'll be informed that the defensive systems of the facility are still online. Luckily, the terminal to turn off these systems is in the next room, guarded by just two Humanoid 'bots. Blow them to pieces and activate the left terminal. Use your Science skill on it, and the way to the power nodes will be cleared.

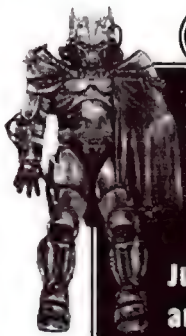
Be careful going down the hallway leading to the power nodes, as a Tank Robot patrols this area. Destroy it at long range with energy weapons. A set of doors at the end of the hall leads to a room filled with both machinery and five hidden Security Robots. A door at the far end leads to the power nodes.

You must activate three power nodes. Guarding them is a Pacification Robot, three Security Robots that are unarmed, six Humanoids, and eight Scurry Robots. Take out the Pacification 'bot first, and then move from power node to power node, destroying the enemies as you move. The Scurry 'bots will come at you from a room at the lower end of the room between the second and third nodes. In order to enter this room, your characters need to be either crouched or prone. Two lockers are inside the room. The one on the left can't be picked, but the one on the right has some goodies.

After your enemies have been reduced to shiny piles of junk, use your Science skill on the terminals next to the power nodes. When all three nodes are active, you'll get a message from Maximus to return to the elevator. Once back at the elevator, do some more bartering with Dagger Squad if you need additional equipment. Then, activate the terminal next to the elevator and you'll soon be on your way to the Calculator.

## The Calculator

Welcome to the Calculator's lair. Seven Humanoid 'bots, two of them armed with Rocket Launchers, are ready to fight you in the very first room. With them is what's left of General Barnaky, his brain having been transplanted into a robot body.



**NOTE**

**There is no PIPBoy map for the Calculator's lair. Don't worry, though, it's pretty straightforward. Just keep moving forward and killing your enemies.**

There is a way to save Barnaky and access his unique ending, but the method of doing so is difficult. If you have either the locket from Mission 18 or the letter from Mission 11, Barnaky will turn to your side after sustaining a set amount of damage. The tricky part, especially if you are playing in continuous turn-based mode, is that if you get a late shot off at Barnaky after he becomes friendly, he will immediately become hostile again and you'll have to kill him.

The best way to get Barnaky on your side is to group your party in one of the lower corners of the elevator room (see Figure 9.19). Before you do anything, save your game and turn Sentry mode off. Have your main character open the door. Barnaky will initiate dialogue and then advance toward you. Get your character back to the party. When Barnaky opens fire, command your party to attack, one volley of energy weapon fire at a time. Do not use the Gauss Mini Gun, as this weapon will easily kill him. Once Barnaky sees the locket and becomes friendly, put your squad on Aggressive, equip the Gauss Mini Gun, and then rush into the room and quickly destroy the robots. You have to do this quickly, because Barnaky will soon begin to move through the room, drawing fire to himself.

If you don't care about Barnaky, just equip the Gauss Mini Gun and rush your characters into the room on Aggressive. Blast away at everything in sight and the battle will be over quickly.

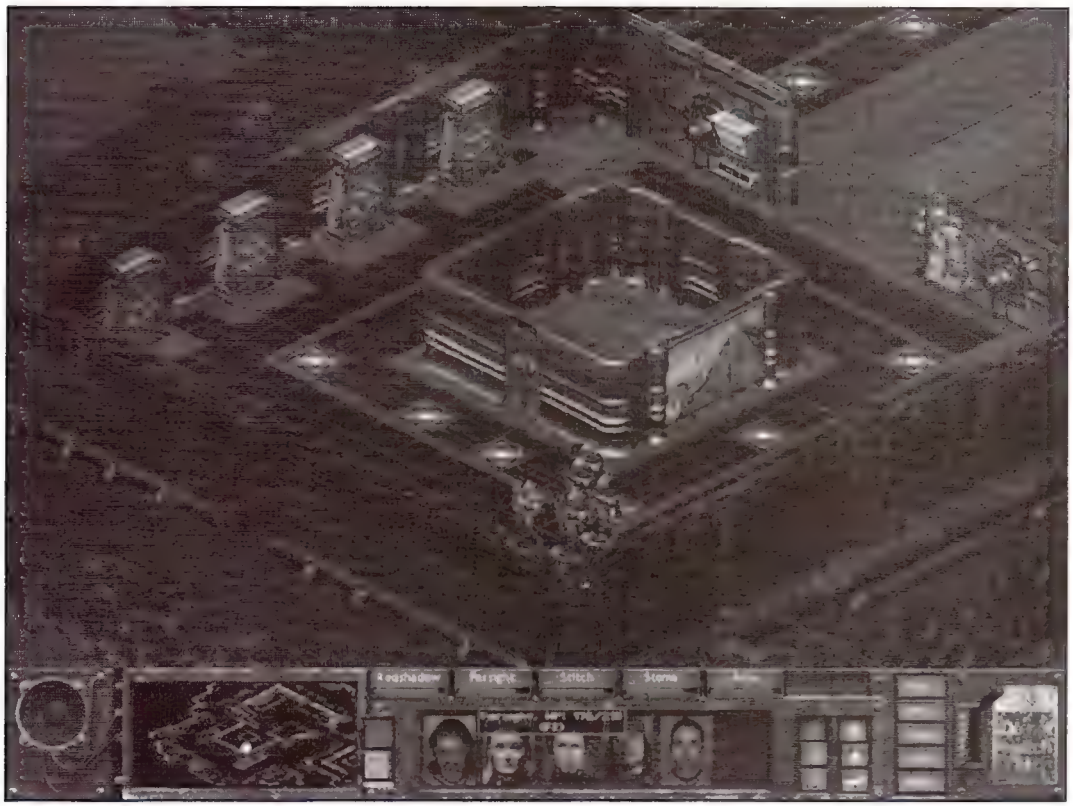


**FIGURE 9.19: Place your party here in order to get Barnaky to switch sides.**

A set of doors on the right side leads to four Gatling turrets. Use energy weapons to "open" them, but don't proceed beyond the doorway. Two turrets can be destroyed from this safe position. After this, move forward until you see the other two. Blast them to rubble and then move along the walkway toward the door on the bottom of the screen.

Go through the door and you will see the Calculator, along with five of its brains. The Calculator will activate its defenses, making it invulnerable. To lower its defenses, you will have to destroy all eight of its brains. Destroy the five brains with the Calculator and you'll see a door open on the left (see Figure 9.20).

The three remaining brains are guarded by Humanoid Robots and laser turrets. The quickest way to destroy them is to equip the Gauss Mini Gun and rush in with your full team. After the 'bots and turrets are ready for the junkyard, use the terminal in the back of the room to gain access to the first of the three surviving brains. Destroy it to open a new room and repeat the above steps to take out the remaining two brains.

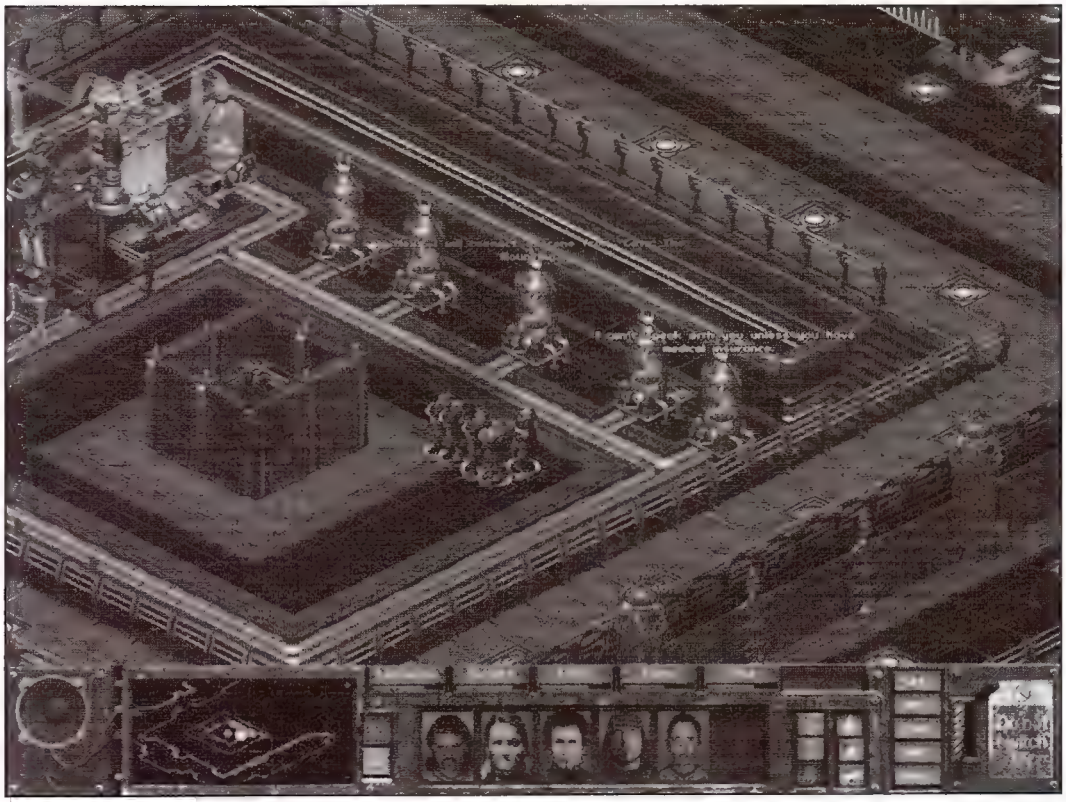


**FIGURE 9.20:** Destroy these brains to gain access to the locked rooms.

Each subsequent room has a unique Humanoid Robot makeup. They are:

- **Left Room:** Six Humanoids, one with a Gauss Rifle, one with a Rocket Launcher
- **Middle Room:** Five Humanoids
- **Right Room:** Six Humanoids, two with Rocket Launchers

Use up the Gauss ammunition, since you won't need it after these encounters. If you don't have the Gauss, employ a Browning M-2. If you have neither, you can still beat the rooms by crouching behind the barriers and advancing forward slowly, standing every so often to take shots at the enemies.

With the brains destroyed, the Calculator's defenses have been

**TIP**

**Save your game before you clear out each room in the Calculator's lair. You never know when one of the 'bots will get lucky and manage either a critical hit or knock out the character with the Gauss Mini Gun.**

knocked out. Return to the Calculator and enter into a dialogue with it. Eventually, you'll be given two choices: You can let it die, or put your brain in it. If you choose to put your brain in the Calculator, use the terminal off to the left. If you've saved General Barnaky, you can talk to him and he will put his brain in the Calculator. Whichever way you choose, the game is over.

## Mission Postmortem

Congratulations on winning *Fallout Tactics: Brotherhood of Steel*! Now, sit back and watch the future of the Brotherhood unfold in the closing movie.

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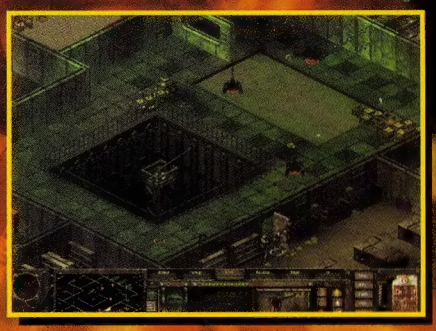

You go first...no, you go first... but I insist...

All those boxes and you don't have iguana on a stick??!!

Good thing you're wearing red, bud—the blood won't show too much.

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## About the Author

**Michael Rymaszewski** was born in Poland but spent his formative years in Ghana, West Africa. He has written more than a dozen strategy guides, including *Imperialism II: The Age of Exploration Official Strategies & Secrets* and *Microsoft Combat Flight Simulator 2: WWII Pacific Theater Sybex Official Strategies and Secrets.*

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